

BOOK -OF- BEGINNINGS



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BARSH**



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THE BOOK OF BEGINNINGS

Welcome to a world of adventure! The beginning of a new adventure is always exciting. The uncertainty, the creation of characters, and the bond you will soon build with your fellow adventures spawns a delight like none other. With characters rolled up, the game mat ready to display the twists and turns of the darkest dungeons, and anticipation rising, the only question is, where do we begin?

The Book of Beginnings offers you and your table a multitude of thrilling adventures used to kick off your 5th edition campaign. All are designed to cover the three main pillars of play: combat, exploration, and roleplay. However, some adventures are more heavily geared to certain pillars. This offers groups with specific interests the most amount of familiarity as possible. There are beginnings for 1st, 3rd, and 5th level; however, any can be easily adapted to different levels of play by altering monsters, DCs, and severity of environmental hazards (traps, noxious gases, evil GMs, etc). Even if you have already begun your latest and greatest campaign, these adventures can easily be adapted to be side quests. Despite level of play, you should know your next best adventure is around the corner.

RUNNING THE GAME

This book is a versatile tool for any GM to use when running a campaign. The composition of the book is linear, so first you will find the adventures for 1st level, then 3rd, then 5th. Each adventure will have all the information needed to run the adventure; however, you will want to keep a keen eye out for a text box near the beginning of each adventure. This text box will give the **level** and **pillars of play**. The pillars of play section is divided into **combat**, **exploration**, and **roleplay**. To measure the severity of each pillar, we will use a simple three scale system: **light**, **moderate**, and **heavy**. While every adventure will include every pillar in some way, the pillars listed will refer to the majority relevance. Any other necessary to run the adventure will be in the **adventure background**, **adventure overview**, **adventure location**, and **adventure hooks**.

PLACING THE ADVENTURES

Each adventure has a unique location that can be easily placed in any fantasy world. However, to ease the burden of the GM, you, we created a town in which each adventure can be started from. The town of Traveler's Respite is a common village used as a waypoint for adventuring. It is comprised of just over 500 individuals. The demographic is majority human, but all races are represented well as this is a town that is often visited by people from all walks of life. Food is produced by outlying farms and any goods traded come from traveling merchants or adventurers. Significant locations and NPCs in the town are as follows:

General Store. This is the main source of supplies in the town. The shop is owned by Goren and Leena Daetris. They are a human married couple that co-run the store. They primarily deal in the selling and trading of mundane adventuring supplies. However, if the PCs bring them the treasures they find along their travels, they could be interested in purchasing. They will offer the PCs at most 50% of the value of these collectables.

Town Hall. Lord Kerrington Tatum is the mayor of this town, and his office resides here. His few employees can be found here either dozing off or filing clerical work about the town and the bordering regions. Kerrington is a scatter-brained man who seems to change tasks every five minutes. Any time the PCs speak to him, he will be multitasking and possibly ask them to repeat what they said. He means well; however, he severely lacks focus.

Shrine. This shrine dedicated to Athena is operated by High Priestess Karina. She is a kind, gentle soul who only aims to lend aide to those who travel through her village. If the PCs seek her advice before any of the adventures, she will offer them a *potion of healing* to protect them from death's grasp.

The Silvery Tay Inn. This inn serves as the tavern and resting place for all who travel through Traveler's Respite. Owners Benny and Maria warmly welcome anyone who comes through their doors. If the PCs complete any of the adventures, the generous couple will extend free stay for life to the adventurers.

Trader's Edge. This corner of the town is dedicated to the crafters. There is a blacksmith, alchemist, leatherworker, and clothier. They all perform simple tasks of mundane power; however, the alchemist carries 3 *potions of healing* worth 250 gold each. You may decide what specialty goods they carry.

CHARACTER CREATION

Since this book is all about new beginnings, the players should have the option to create characters within the same guidelines this book falls within. We have created multiple tables that your players can use for creating their characters. This is a fun and simple way to come together and fine tune your group before you set out on your next best adventure. If your players are interested in using a random character generator, roll one time each on the following charts:

RACE

D10	Race
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Half-Elf
6	Halfling
7	Half-Orc
8	Human
9	Tiefling
10	Reroll

CLASS

D12	Class
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

ALIGNMENT

D10	Alignment
1	Lawful Good
2	Neutral Good
3	Chaotic Good
4	Lawful Neutral
5	True Neutral
6	Chaotic Neutral
7	Lawful Evil
8	Neutral Evil
9	Chaotic Evil
10	Reroll

PERSONALITY TRAIT

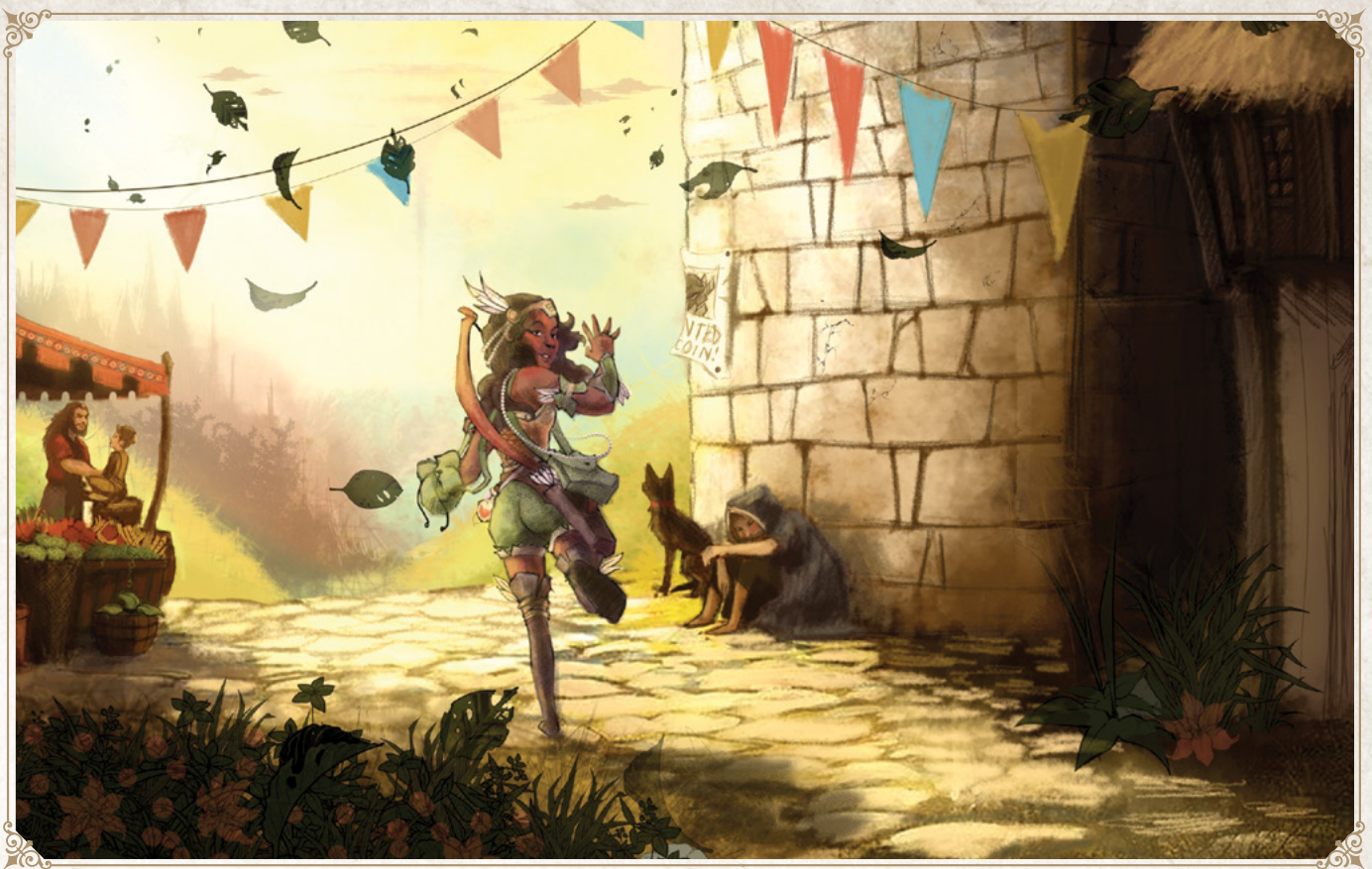
D10	Personality Trait
1	I've spent so long in training I know little of the outside world.
2	I am very tolerant of any and all beliefs.
3	Sarcasm is my most volatile weapon.
4	Never tell me the odds.
5	I must always be the center of attention.
6	I am quite and reserved until you get to know me.
7	I react with emotions before seeking logic.
8	I seek to find a deeper meaning in anything that comes my way.
9	My word means everything.
10	I speak what comes to mind, even if it is better unspoken.

IDEALS

D8	Ideals
1	Tradition. I will follow the traditions in which I was raised and pass it on to my friends and family.
2	Greed. I am in it for the coin and the coin alone.
3	Wrath. Anyone who crosses myself or my friends will suffer.
4	Envy. The shine of a thousand spotlights is never enough.
5	Fairness. I treat all equally and how I would like to be treated.
6	Charity. I donate a portion of my earnings to local shelters and orphanages.
7	Aspiration. I determined to be the greatest at what I do.
8	Independence. No one controls me – I only follow laws that I agree with.

BOND

D8	Bond
1	I will always pay 10% of my adventuring profit to my hometown orphanage.
2	My honor defines me.
3	I am in debt to a leader of a criminal organization. I must pay them back or take their life.
4	I will take down any person who strides to harm nature.
5	I face every challenge head on and fight my own battles.
6	We must protect those who cannot protect themselves.
7	Nothing is more important than the pursuit of knowledge.
8	I will do anything to be the very best. I will leave my rival in the dust.



FLAW

D8 Flaw

- 1 I grab every loose coin I see, even if it is not mine.
- 2 I struggle with trusting anyone I come across.
- 3 I tend to overthink every situation.
- 4 I have nearly unobtainable expectations for myself.
- 5 I often am careless with my own safety and others.
- 6 I will do anything to be the most well-known adventurer the earth has ever known.
- 7 My first reaction to disagreements is violence.
- 8 Survival of the fittest, and I will survive.

BACKGROUND

D12 Background

- 1 Acolyte
- 2 Charlatan
- 3 Criminal
- 4 Entertainer
- 5 Folk Hero
- 6 Guild Artisan
- 7 Hermit
- 8 Noble
- 9 Outlander
- 10 Sage
- 11 Sailor
- 12 Urchin

FAMILY STATUS

D6 Family Status

- 1 My family comes from a long line of conquerors and rulers. However, none of which hold a significant position of power currently.
- 2 My parents run a simple tavern in a distant city. I intend to make them proud.
- 3 I have never met my parents, and I was raised from a young age by my older brother/sister.
- 4 My mother and father are nobles of high court. I have been sent out to prove myself.
- 5 I was raised by bears.
- 6 I grew up close to my sister who had strange ice powers. When our parents died when we were younger, she shut me out. Now she rules over a kingdom of ice and is rumored to sing inspirational songs to herself.

OBJECT OF GREAT PERSONAL ATTACHMENT

D8 Object of Great Personal Attachment

- 1 A fine plate that is a family heirloom (worth less than it looks)
- 2 A mundane brass lamp
- 3 A jar of dirt
- 4 A dull training sword from childhood
- 5 A leather bracelet with my mother's name engraved on it
- 6 A pet mouse
- 7 The first gold coin I ever earned
- 8 A wooden stick I once used as a toy wand

BATTLE OF THE DANCE

Designed by Ben Barsh

ADVENTURE BACKGROUND

For many ages, the land of Farrador has been a peaceful and prosperous realm. The citizens remain fed, clothed, and protected. Macandire, the capital city, has been in disarray for many years. Politicians and nobles feud over power and land, trade partners have raised prices, and progression of arcane studies has come to a halt. Lady Aeowynn, an influential noble from Macandire, has called on many notable people to come together at a banquet to discuss the signing of the Gold-Arcane Concordat. Aeowynn is in search of bright-eyed adventurers to help sway the nobles into building a better future for the realm. Heed the call and build a better future for the great kingdom of Farrador!

Level: 1st
Combat: Light
Exploration: Light
Roleplay: Heavy

ADVENTURE OVERVIEW

The nobles of the realm are meeting to unify the realm in which you are adventuring in. Lady Aeowynn has called the PCs to attend a banquet dinner in which they hope to unify outside tribes, benefactors, warriors, etc. If the PCs are still individually adventuring, she will send a courier for each person. However, if they are already a formed party, she will send one courier.

The PCs will be given the task of acquiring as many benefactors as possible. You, the GM, may determine the timetable of this adventure. It is recommended that 45 minutes be allotted to “Phase 2” and each encounter take approximately 5-10 minutes. Remember, it is possible for the PCs to fail a mission. It is up to you what sort of affect that has on the end reward. You are the final say in all matters as GM! This adventure is optimized for 1st level adventurers.

PLACING THE ADVENTURE

This adventure works best in a capital city full of wealth and wealthy citizens. The banquet will be held in an elegant ballroom in the city’s palace. This is a good kick off to an urban campaign.

ADVENTURE HOOKS

Lady Aeowynn will recruit the PCs via courier. If the party has not yet come together, this is a good opportunity to introduce themselves to each other when they meet in the capital to attend the banquet. These adventure hooks may prove useful if they cannot be convinced by a simple letter:

For Glory. If you please the nobles gathered at this banquet, they will surely begin to sponsor you as champions of the realm.

For the Children. This unique hook will pull at the heartstrings of good aligned players. The nobles have announced they will donate 15% of the profits of the banquet to local orphanages. This pulls the players in because the more people they influence to join, profits go up.

For the Profit. Let’s be real. They’re going to be working for nobles. They will earn quite a bit of starting gold for their next best adventure.

PHASE 1

During the first phase, Lady Aeowynn will approach the PCs as they arrive to the banquet. She will thank them for attending, and then begin to explain to them her expectations. She needs the PCs to find the people she has listed and convince them to support the new Gold-Arcane Concordat.

This will quickly help stabilize the realm from the nobles offering monetary and arcane relief. She escorts them to their table, and then she will give a speech to the attendees. Read:

“Thank you all who have gathered. Today, we stand together and united as citizens of the realm. Never in my lifetime have I seen a united front of justice and grace. Tonight, we enjoy each other’s company and ponder what direction will we choose for our kingdoms. Let the feast begin!”

With that, in front of you, food magically appears on your plates and on the tables. Not only does the food look to be of delightful creation, but each plate has been created to your specific taste. Even the drinks filling your chalice are your favorites.

The feast is a good opportunity for preparation for “Phase 2”. This is when the PCs will wander the banquet and convince the guests to sign the concordat.

PHASE 2

During dinner, the players should talk about who they think best to talk to. This is a good opportunity to introduce an NPC you wish to help lead your campaign. If the PCs succeed the task offered by the leader, the leader will then go sign the concordat. Feel free to add or drop any of the NPCs listed here. The nobles and leaders are:

Heskin

Silver Dragonborn

Leader of the Countrymen, a local group of vigilantes

Wants to hear that you are all willing to fight until death for your country

Cortix

Forest Gnome, Druid of the house of Harthyr

Has recently created a magic alcoholic juice and requests a drink off

If the party fails or succeeds, Cortix will be pleased

The PCs accepting the drink off must succeed on a series of Constitution saving throws. The DCs are 10, 15, 17, 20, 22

Claudia Sherwood

Master rogue of the human stronghold Baldon from the Isle of Despoilers

Wishes for a good gamble

Elder Kaila Swale

Halfling Grandmaster Monk

Wishes to hear a story of great adventure

High Mage Exwyn

High mage from the Enchanted Isles

Wishes for you to solve his riddle

Riddle: “If you are to keep this, you must first give it to me”

Answer: your word

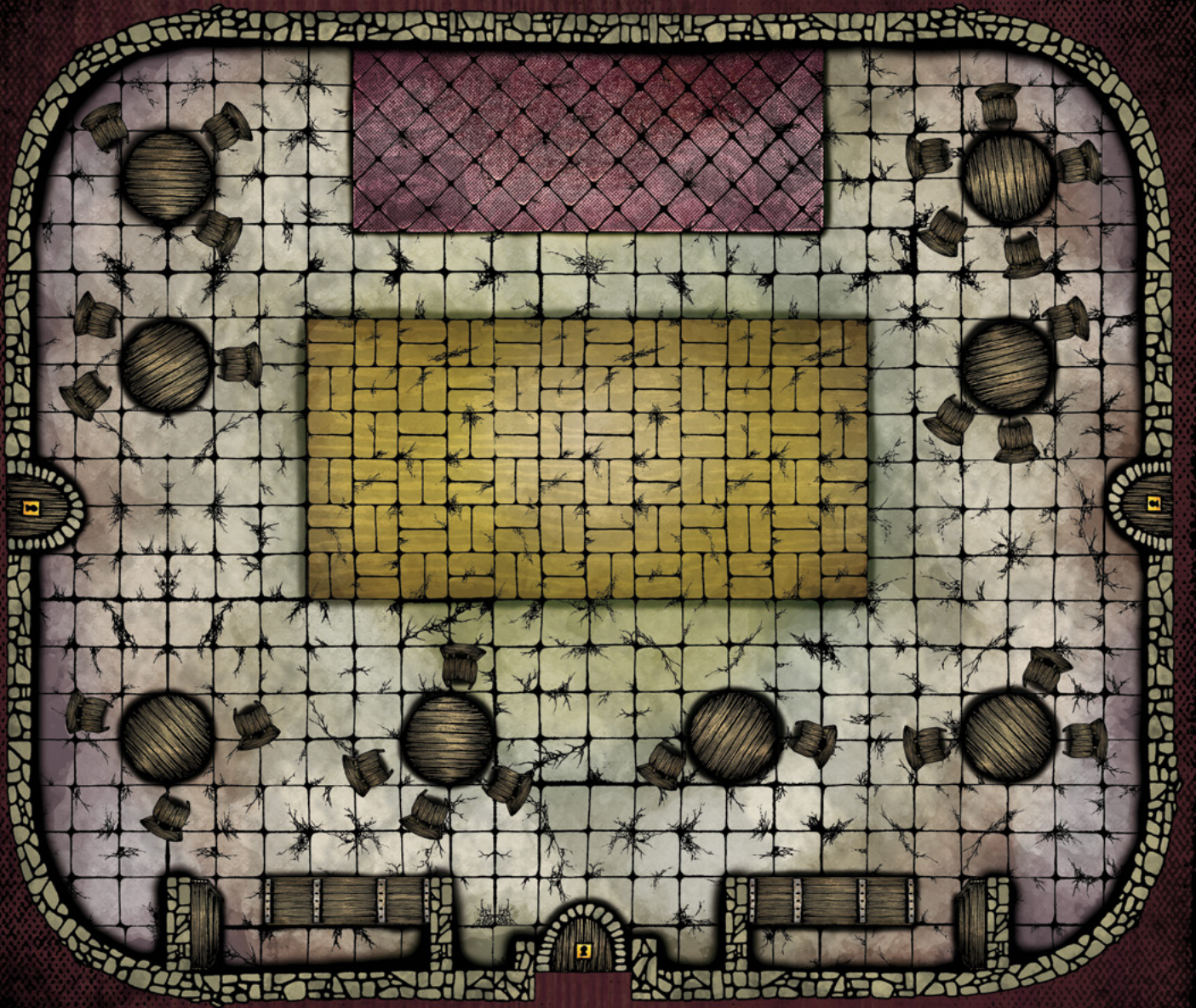
The Band

A group comprised of a halfling and half elf

You must perform a song with them perfectly

Success with a successful DC 15 and 17 Performance check

Battle of the Dance



Wonkee

High Priestess Nyla

High priestess from a faraway realm

She left in hopes of finding a better future for her children
You see her attempting to wrangle together 6 children whom
are running around playing and dancing

Dagmar Steelbane, the brave

Dagmar is the head clansman of the Steelbane dwarf clan
He requires a feat of strength to be swayed
Arm wrestling, fist fight, etc.

This delightful banquet is not without some corruption. A group of mercenaries has been hired to assassinate Lady Aeowynn. This encounter will happen randomly throughout “Phase 2”.

The only weapons allowed at the banquet are those brought by the PCs. Aeowynn thought the aesthetic would be beneficial to swaying the nobles. Near the end of “Phase 2”, the PCs might notice some weapons being smuggled in. On a successful DC 20 Perception check, a PC will notice a human man dressed as a server pulling longswords from a large sack and handing them to a group of burly, grotesque looking men in the southeast corner of the ballroom. The PCs will have to act quickly if they mean to catch them before an attack.

PHASE 3

Phase 3 begins with an attack on Lady Aeowynn from the hired assassins. It is your decision whether they outright assassinate her or severely wound her. Regardless, this attempt will be made if the mercenaries are not spotted at the end of Phase 2.

When the assassination attempt is made, the leader of the radicals will exclaim, “long live the First Born!”. Immediately after, the rest of the radicals will begin to take anything of value, hold up the nobles for their valuables, and rush the PCs in attempt to catch them off guard. If the PCs spring into battle, the guards will focus on leading the guests out safely and let the adventurers handle the fanatics.

There is the leader (**bandit leader** statistically) is a brutish half orc that has no issue cutting down anyone in his path. The other four radicals (**bandits** statistically) follow the leader. If the leader is slain first, they will attempt to flee the ballroom and city.

Once the First Borns are defeated, the PCs will have a unique opportunity to inspire the remaining nobles. If they give an inspiring speech adequate to your personal standards, or DC 15 Performance check, they may swing the remaining guests to sign the Gold-Arcane Concordat.

Lastly, a server, secretary, or noble will explain to a PC who the First Born are. They are a group of fanatics who live in strongholds across Farrador. They claim that the realm is their birthright since their ancestors were the first born on its soil. This history is up for debate since there were multiple groups living in Farrador at the time they did not know of. While the First Born have an argument to be made, they have turned to savage actions. They worship exiled and evil gods, raid local farms, and now are making attacks on the capital.

CONCLUSION

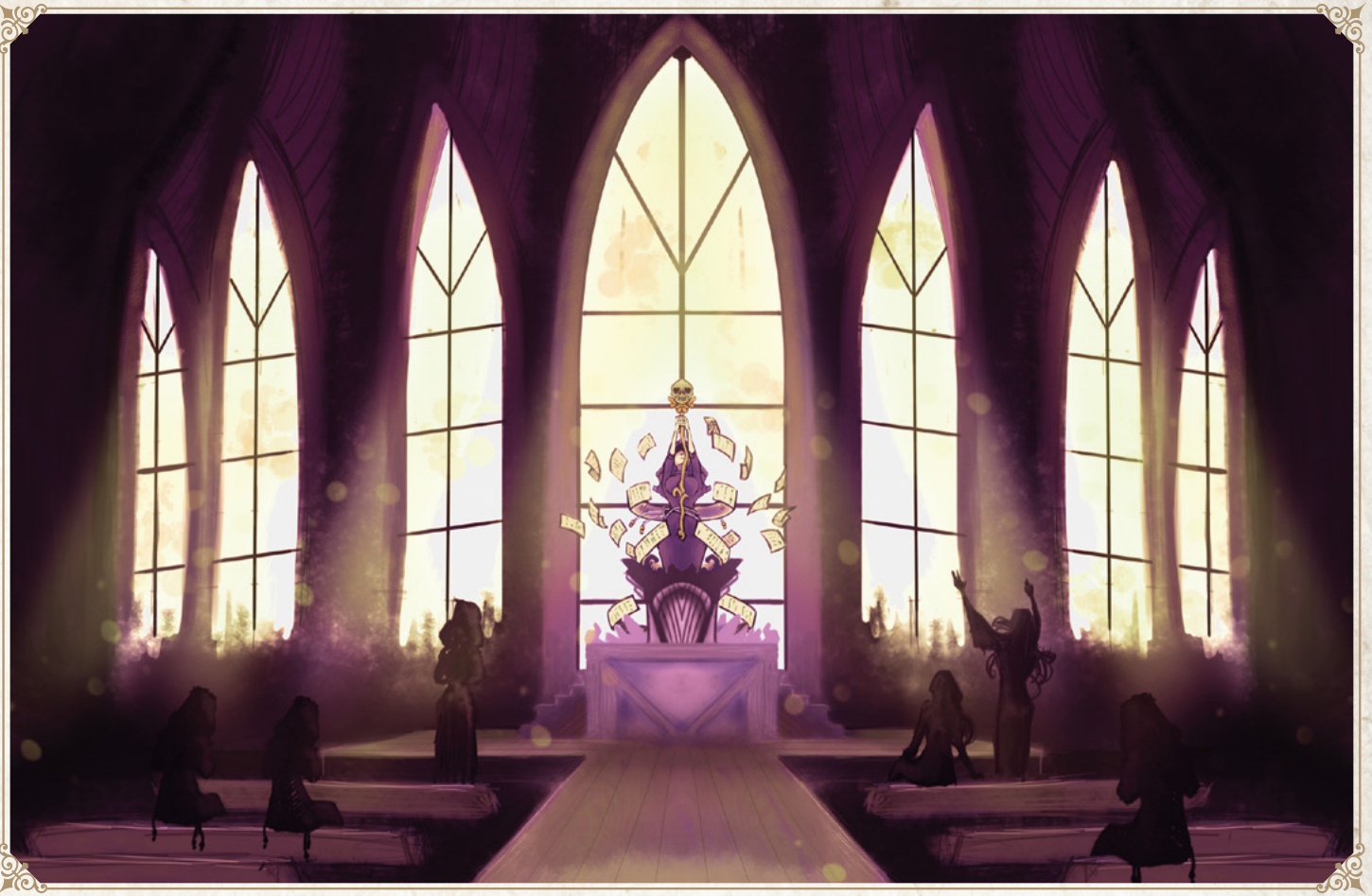
The adventure will conclude with either Aeowynn, if she is still alive, or her steward Hadir, a young elven man, rewarding the PCs not only for assisting in the signing of the Gold-Arcane Concordat but also defeating the First Born. They will be awarded 50 gold pieces for each noble who signed the agreement, and they will also be given 100 additional gold pieces and a silver necklace with an emerald pendant worth 75 gold pieces for defeating the First Born. Lastly, they will be given *diviner* (see Appendix B). If you have an adventuring party that will not make use of a bow, feel free to swap it out with any other low-level magic item.

A good follow up to this adventure will surely be found in Macandire or whatever capital city you wish to use. If you have no plans for the campaign, the PCs may want to get involved with the feud between the First Born and Farrador. Whatever happens next, know your next best adventure is right around the corner.



RISING TIDES

Designed by Ben Barsh



ADVENTURE BACKGROUND

Long ago, the worship of the god Hades was encouraged. Being that he is not inherently an evil god, many countryfolk worshipped him as to secure their ancestors passage to Elysium. A temple was constructed not far from Traveler's Respite for any traveler that wished to pay tribute. Over time, the locals lost interest in worshipping Hades. Funds became to diminished, and eventually the temple was abandoned.

Nearly 100 years later, the temple is active once more. However, the new inhabitants carry a crazed and fanatic vision of Hades. They see their role in the cycle of life as the chosen people meant to feed Hades souls. They believe that if they send enough souls to the underworld, Hades will rise to the prime material plane once again and crown them his champions. They wish for him to grow to such power as to overthrow his brothers Zeus and Poseidon.

Recently, the cult has done more than worship the "dark lord". They have snatched and murdered trades, merchants, and travelers that use the roads around the temple. High Priestess Karina will task the PCs with going to the temple and dealing with the fanatics once and for all.

Level: 1st
Combat: Moderate
Exploration: Light
Roleplay: Light

ADVENTURE OVERVIEW

This adventure is a classic "defeat the cult!" adventure. The PCs will hear about this temple taken over by the cult of Hades from High Priestess Karina herself. The PCs will be tasked with going to the abandoned temple and expelling the cult from the area. She will explain that they have snatched several travelers from the trade roads to be "offerings" to Hades. This is a radical group that must be stopped.

The cult operates nearly exclusively out of the temple. They are unwelcoming to outsiders, and they will always attack on sight. They are a severely radical group that intends on feeding souls to Hades himself through savage behaviors like murder. High Priestess Karina will pay the PCs 150 gold pieces to clear out the temple of any of these radicals. They also may keep any treasures and valuables they find in the temple or with the cultists. This adventure is optimized for 1st level adventurers.

PLACING THE ADVENTURE

The abandoned temple the cult is residing in used to be a worship place to Hades. Since Hades is not inherently an evil god, the old bodies of government allowed these practices to continue; however, the countryfolk lost interest. Thus, the temple became abandoned from lack of funding. The temple should be placed far from society since the worship of Hades is not particularly popular.

ADVENTURE HOOKS

For the Light. Good aligned PCs will see the cult as a major issue. While it is unrealistic and a bit farfetched the cultists will successfully bring a murderous version of Hades to the prime, the cold-blooded murders and human sacrifices have become a problem

For the Glory. Defeating the Cult will surely bring honor to their names on a local level. Also, Karina seems to be paying well for this simple excursion.

THE TEMPLE

Adventuring to the temple will be rather uneventful. If you wish to add some intensity of danger to the adventure, consider adding in a low-level encounter of some wolves or even roaming cultists. They will reach the temple in three hours at a moderate travel pace.

As the PCs approach the temple, read:

The tree line breaks as you see a small but mighty temple constructed of stone. Although it seems to have aged rather gracefully, thick vines have taken a stranglehold on the sanctuary. It is certainly apparent that proper care has not been taken for years. As you focus your gaze, you notice two cloaked figures pacing in front of the broad double doors that lead into the unholy place.

The temple is being guarded by two **cultists**. If the PCs approach, they will be enormously hostile. They will give the PCs only one chance to turn back and never return. If there is slight hesitation with the PCs, the cultists will attack. They will attempt to kill the PCs; however, if one is slain quickly, the other will bolt into the temple to warn the others. The escaping cultists will first go to area 2 where he knows there will be sure reinforcements.

There are some alternatives to entering through the front. There are multiple windows leading into the temple. Areas 2, 3, 5, and 6 each have a window and shutter. However, opening these shutters will surely alert any cultists residing inside.

The last alternative is a secret door on the northern wall. The secret passage leads to area 4. The new cultists have not yet discovered this as an entrance/exit. If the PCs explore the walls around the sanctuary, they will find the secret door with a DC 18 Investigation or Perception check. There is a loose brick that if pushed in, the stone door will swing open. See area 4 for more details once inside.

1. ENTRANCE HALL

You enter a modest yet elegant foyer. Directly in front of you there is a table with an offering bowl. Above that, there is a banner displaying a symbol of a skull with a dagger struck through it. As you gaze left and right, you seem this banner repeated on the eastern and western walls. The hallway continues left and right.

The entrance hall has kept up well over time. Although it is filled with dust and cobwebs, the structural integrity of the sanctuary remains formidable.

The skull with the dagger symbol is often used by fanatic worshippers of Hades. A PC may discern this with a DC 12 Religion check. The offering bowl on the table to the north is empty other than a small collection of dust. It has been long since it has had any use.

2. BUNK CHAMBERS

You enter a room that is clearly used as sleeping quarters. There are four beds and five bedrolls lining the walls of the room. Each bed has a trunk, and each bedroll has a backpack. As you complete your scan of the room, you notice three cultists sitting at a table playing a card game. At first, they pay no attention to you; however, once they notice you as intruders, they rise and unsheathe their weapons!

There are three **cultists** in this room that will attack the PCs on sight. They will not bargain or give them a chance to leave. If they see the tides of battle turn from their favor quickly, one will attempt to warn the leader in area 7.

If the PCs search the trunks and backpacks, they will find a moderate amount of treasure. Collectively, they will find 18 gold pieces, 98 silver pieces, six green gems worth 2 gold pieces each, and a **potion of healing**. The game the cultists were playing was a simple dice game. 5 more gold pieces can be found on the table.

3. OFFICES

You enter a workspace clearly meant for temple clerical use. There are multiple tables with stacks and stacks of parchment, bookshelves filled with more parchment, and twine baskets, again, filled with parchment. You notice a hooded cultist turn to you and give a slight grin. From behind him, a two headed dog appears. The dog leads to attack!

This is an office space used by the original worshippers of Hades. Since the temple got so many donations and visitors, they thought it best to keep all the clerical information in order. Over the years, the documentation has withered.

There is a single **cultist** in this room as well as a **death dog**. They will both attack the party on sight and fight until death.

The only item of value in this a necklace the cultist is wearing. It is a golden chain with a pendant made from obsidian. The pendant is shaped to represent Hades' helm of darkness. This was a worship icon of the old religion of Hades. It is worth 75 gold pieces to the right buyer.

4. SECRET DOOR

If the PCs are investigating the walls and building as they travel, they may find a secret door. There is a tapestry in the northwestern alcove depicting tormented souls in the underworld grasping for the prime material plane. The door is behind the tapestry, and it can be found with a DC 15 Investigation check. A scone carrying a torch is the key to opening the door. If pulled down, the door will swing open to the outside.

The only item of value in the closet is the small golden idol of Persephone, daughter of Demeter. The three-foot-tall idol is worth 50 gold pieces.

5. LEADER'S QUARTERS

You enter a small bed chamber originally made modestly; however, you can sense it has been upgraded by a person with a more elegant taste. Fine carpets cover every inch of the floor, exotic furs cover the bed and couches, and an old oak desk and chair complete the otherwise lethargic room.

The leader of this cult has made many upgrades. Before, the inhabitant of this temple thought they should give all wealth as tribute to Hades. Asmondir, the leader, does not follow this tradition. If transported safely from the temple, the carpets and furs are worth 80 gold pieces collectively. While inspecting the value of said luxuries, they will notice a key on the nightstand next to the bed. This key opens the door to area 5.

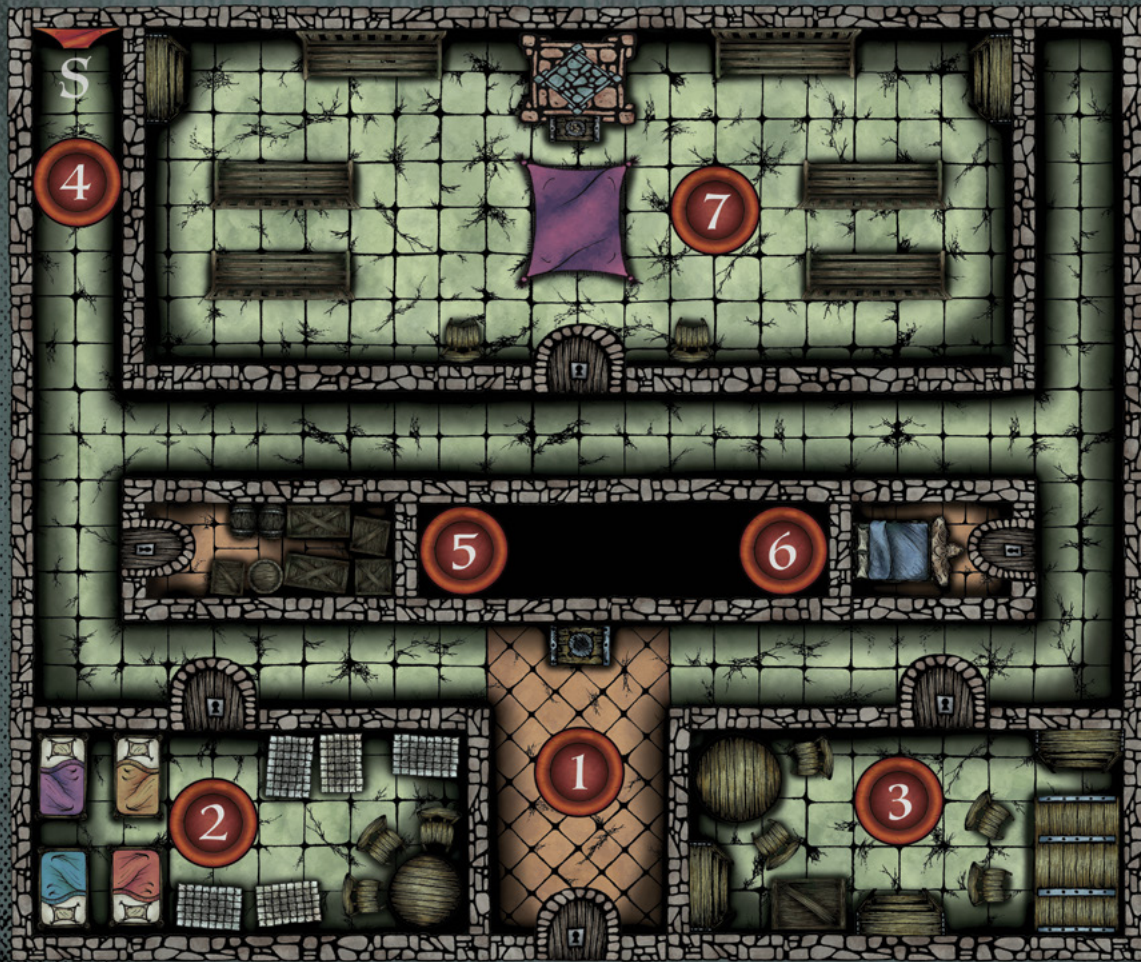
There is a single item on the desk, the journal of Asmondir. The journal recounts his experience rediscovering the temple, claiming ownership over it, and his plan to slaughter any "pretenders" in the name of Hades. This journal confirms his goal to feed souls to the underworld so Hades can return to the prime. There is also a secret compartment in the desk that can be found with a successful DC 15 Investigation check. The only item in this compartment is a ceremonial dagger worth 50 gold pieces.

6. STORAGE CLOSET

The door to this room is locked. The lock may be picked with a successful DC 15 Dexterity check using thieves' tools. Alternatively, the leader's key will open the door and can be found in area 6. If opened, read:

You find yourself in a simple storage closet. There is a mop and bucket, extra ink and parchment, rags, and other mundane objects. What stands out to you is a small golden statue of a beautiful human woman. It lies on its side on a shelf in the closet.

Rising Tides



Wonkee

7. GRAND CHAPEL

You enter a chapel of magnificent creation. Beautiful oak benches and pews perfectly line up leading to a white marble stair. The stairs ascend to an altar made of jet-black obsidian. An idol of Hades rests atop the altar as if commanding his legion of followers. The northern wall is consumed by gorgeous stained-glass windows. The light streams in to create a prismatic, colorful ambiance in an otherwise somber space. A large human man stands behind the altar dressed in red and black robes. As he motions his hand forward, four other cultists rise from the benches and turn to you. They unsheathe their weapons, and the man says, “the tides have already risen.”

Once Asmondir speaks these words, they will attack. Asmondir acts as a **cult fanatic**, and the others fight simply as **cultists**. Asmondir will often taunt his enemies in battle. Speaking of how the dark lord is waiting for their souls.

Once the battle has concluded, the PCs may search the chapel. They will find the idol of Hades is indeed made of a high-quality obsidian. It is three-

foot-tall like the idol of Persephone found in area 5. The idol of Hades alone can be sold for 100 gold pieces. If sold with the idol of Persephone, the price can go up to 200 gold pieces.

A small chest can be found behind the altar. Inside the chest is 120 gold pieces, 212 silver pieces, a silver necklace worth 20 gold pieces, four red gems worth 10 gold pieces each, and a **+1 dagger**.

CONCLUSION

The adventure will conclude with the downfall of Asmondir. The PCs will likely return to Traveler’s Respite to report back to High Priestess Karina and collect their reward.

If you would like to continue with the cult-style adventuring, you can present this victory as one of many. Perhaps these fanatics were just few of a rising tide of savage followers of Hades. Pacesetter Games’ *Rise of the Nefarious* would be a nearly seamless sequel to this beginning. Although the events of *Rise of the Nefarious* happen nearly 200 years after these events, it can be a sequel with few tweaks here and there.

SECRET OF THE DROW KING

Designed by Bill Barsh

ADVENTURE BACKGROUND

Lured to the village by the word of a missing man, your group arrived to find nearly everyone in the village gathered around the town's central well. Candles burn on the well's rim and form a makeshift shrine to the missing man. It is the very well that is the center of the mystery. The man went down the well, attached to a rope; a guttural scream and then the rope was cut. That is all the villagers know.

Level: 1st
Combat: Moderate
Exploration: Light
Roleplay: Light

ADVENTURE OVERVIEW

The PCs are hired or asked to investigate the strange events centered on a village's well. The well suddenly went dry and a man was sent in to investigate. The man screamed for help and disappeared; he was attached to rope, but it was severed. The man was attacked by a ghoul that had been trapped within a hidden tomb beneath the well.

The tomb is that of the last drow king. Centuries ago, the dark elves were not the matriarchal society they are today. Lolth was not patron god of the drow, but one of several. However, in a coup, followers of the Lolth overthrew the drow king and killed the entire royal family but for one young boy, Tzath. Rescued by a loyal guardsman, the boy was raised on the fringes of drow society and his secret well hidden. As he grew, so did the boy's desire to retake the throne and destroy the followers of Lolth who murdered his family, as well as many others.

Tzath grew and so did his secret cabal of loyalists. The day finally came, and the rebellion launched. Tzath began by attacking outposts of particular importance and managed to destroy several temples dedicated to Lolth on the edges of the empire. He soon gained popular support and revolution was in full effect. However, the true power of the Lolth was revealed and infiltrators within the rebel command struck. The revolution faltered and soon Tzath was fleeing for his life with those that remained. He was eventually cornered and fell in battle. Soon after, all record of Tzath was erased and the mere mention of his name brought a death sentence. The revolution was over. Though Tzath was killed, his followers managed to drive off the attackers and fled with his corpse. He was laid to rest in a hidden chamber. With him is the one hope of the rebellion, a hope of a future without the Lolth.

The well's spring was sealed with a minor earthquake far below the village. If questioned, some of the villagers will report that they were awoken in the night by some strange rumbling. But it ended as fast as it started, and none gave it much thought. The absence of the water pressure beneath the well caused a collapse of the well floor and a shaft, which previous was water-filled, cleared. Stone fell down the shaft and smashed through into a large chamber directly beneath the well. The debris fell into the chamber and smashed through the roof of Tzath's mausoleum. Soon after, a villager investigated the well to see what the disturbance was. The ghoul, that was trapped within heard sounds from above and, having survived for centuries on fish and insects, investigated, and killed the villager. The ghoul has retreated to his lair to feed.

The PCs must enter the complex through the well and shaft. They will arrive at location 2. The complex was carved out of massive stalactite within a water-filled cavern. The entire cavern, while several thousand feet in diameter, has a ceiling height of 25 feet. The stalactite is at the center of the cavern, surrounded by water. The interior of the complex is made of purple and black stone. This adventure is optimized for 1st level adventurers.



PLACING THE ADVENTURE

This adventure takes place in any small town. No particular location is required. The main part of the adventure takes place in the Deep (the underworld). If you wish to adventure in the town of Traveler's Respite, this would be a good start to that campaign!

ADVENTURE HOOKS

The PCs are either recruited to come to the village or they may just be passing through. Either way, a small reward of 50 gp is all the village can produce.

DOWN THE WELL

1. SEALED DOORS

An intricately etched brass bar is stretched across the doors before you. The etching depicts what appear to be dark elves standing hand-in-hand. The doors are unadorned and made of black granite with veins of purple swirling throughout.

These doors are the entrance to the crypt from the exterior. An *arcane lock* has been cast on the doors; the brass bar is simply a backup. Removing the brass bar negates the *arcane lock* spell.

2. THE WELL

The collapse of this structure's ceiling has created a pile of debris that nearly reaches the gaping hole in the ceiling. The walls, ceiling, and floor are made of polished black granite. The walls are made of 10-foot square slabs and veins of purple run throughout. The floor is solid black while the ceiling is dotted with yellow and gold flecks.

The hole in the ceiling leads to a shaft that eventually ends in the fallen floor of the well (described in the introduction). The shaft is formed within limestone and is irregular but steadily leads upward. Water drips in places down the shaft. The shaft was previously part of an aquifer that was diverted by an earthquake far below this location. Within the rubble are several pieces of tattered clothing and a smashed lantern. This clothing, which is blood-stained, was torn from the villager that was killed by the ghoul (see introduction). He was carrying a lantern.

3. THE MURAL

The south wall of this chamber is entirely covered by a mural. A young drow, wearing a silver crown, battles other dark elves and giant spiders in the foreground of a massive underground city.

The mural depicts the last drow king. The dark elves he battles all wear the sigil of the Lolth – a spider. The PCs most likely have little knowledge of the dark elves; it is possible one or more may know the dark elves worship Lolth. With a successful DC 10 Investigation check, it is clear a bloody corpse was dragged beyond the western archway toward location 4.

4. THE GHOUL

A sickening stench greets you as you move past the curtain. Scattered about this chamber are small bones and bits of fur, clearly from rats, bats, and mice. Hunched over a bloodied and now partially dismembered corpse, a human-like figure glares at your approach. The creature is mishapen and its skin is colored with mottled gray and brown tones. Its barred teeth are long and pointed. Blood drips from its chin. Yellow eyes hold pitch black pupils. The only sound in the room is the gurgling of water from two statues that stand against the south wall. Each holds a decanter with water spill out into a shallow fountain bowl in which they stand.

A **ghoul** has survived in this chamber for centuries. It has fed, when it could, on intruding vermin. Rats and mice occasionally enter the chamber in search of food. A narrow crack in the ceiling provides access for bats. The ghoul was formerly a drow spy in the employ of the Lolth. He was discovered and sealed in the barrow whereupon he begged the Lolth for help. Her answer was to make him ghoul upon death.

Each statue is a well-crafted depiction of a drow warrior, one male and one female. Each holds a decanter from which a trickle of water falls into a pool at the statue's feet. The small drain hole insures the pool at each statue does not flood. This feature is an artistic answer to intruding water which would eventually fill most of the barrow if left unchecked. Algae grows around each decanter and the pool. A few snails crawl around the algae.

5. POOL

The door to this room is locked. The lock may be picked with a successful DC 10 Dexterity check using thieves' tools.

Two statues, identical to those in the previous chamber, hold decanters in which water trickles to the floor. However, there are no pools, but shallow trenches that flow into a large, square pool that occupies nearly the entire chamber. On entering the chamber, a sudden surge within the pool produces ripples as well as soft splash.

The doors to this chamber, from location 4, are locked. There is no key in the complex. There is nothing remarkable about the statues and they are identical to those at location 4. The pool is full of water, but it is tinted green. Visibility, in the water or from above the pool, is limited to five feet. Algae grows thick on the pool walls – this produces the discoloration. Small water-borne insects feed and live in the pool and feed on the algae. Three **killer frogs** (see Appendix A) live in the pool – they feed on the insects and the occasional vermin (mouse, bat, rat) that find their way into the room. The frogs have retreated to the bottom of the pool (10' deep) and will attack anything that enters. Lying at the bottom of the pool is the key for all the doors within the complex. The key is made of gold and worth 75 gp.

6. CHASM

The door to this room is locked. The lock may be picked with a successful DC 15 Dexterity check using thieves' tools. The door can also be opened with the key found at the bottom of the pool in area 5.

A deep chasm splits this chamber. The void is approximately 15 feet wide; its depth cannot be seen. Cool air billows up from the depths. Across the chamber a crystalline throne is occupied by a skeletal figure. The yellow crystals that form the entire throne glow a soft purple light. Strangely, a dirty yellow smoke billows from the throne but dissipates after drifting just a few feet into the air. The skeleton is clad in chainmail and wears purple clothing. A long sword lies across the lap of the skeleton.

Leaping across the chasm requires a DC 15 Athletics or Acrobatics check. The chasm is 300 feet deep; 50 feet of which is water. The smoke that comes off the throne is actually steam as the chamber is extremely damp and the throne radiates light and heat which creates the vapors from the heavy air. When the PCs enter the chamber, four **steam mephits** form (at the throne) and move to attack. They will use the chasm to their advantage if all possible (hovering over the chasm and using their breath weapon). The skeleton on the throne is false and trapped. Any who touch the throne or the skeleton trigger an explosion and shards of crystal may strike any in the room. Each PC must make a DC 12 Dexterity saving

throw to avoid suffering the full force of the explosion (1d10 damage); a successful saving throw results in half damage. The long sword is a *spider slayer* +1/ +2 vs *spiders*. The sword functions as a normal +1 weapon; however, it acts as a +2 weapon vs spiders.

7. SECRET DOOR

If the throne (location 6) detonates, the secret door behind it shatters revealing the chamber beyond. Otherwise, the PCs must successfully locate the secret door (behind the throne) that leads to location 8. The door can be found with a successful DC 15 Investigation check. The secret door is also locked (the key at area 5 opens the lock).

8. THE LAST DROW KING

This chamber is nearly identical to the previous room; however, there is no chasm. A skeletal figure rests on a crystalline throne. The figure holds golden staff. No smoke drifts from this throne. Three chests are scattered on the floor.

This chamber holds the remains of the last drow king. The staff the skeleton holds is the royal scepter of the drow royal family. The staff radiates magic but has no obvious use. The chests are all locked, but not trapped. They key from location 4 will open all the chests. The chests contain:

- Chest #1: 500 gp and 300 sp
- Chest #2: 5 +1 *crossbow bolts*, a *cloak of protection* (+1 to AC), and a *blood scarab* (advantage on saves vs. poison)
- Chest #3: Six bars of silver worth 50 gp each, 10 bars of copper worth 10 gp each, a silver scroll tube containing a scroll inscribed in drow: The Staff will find One.

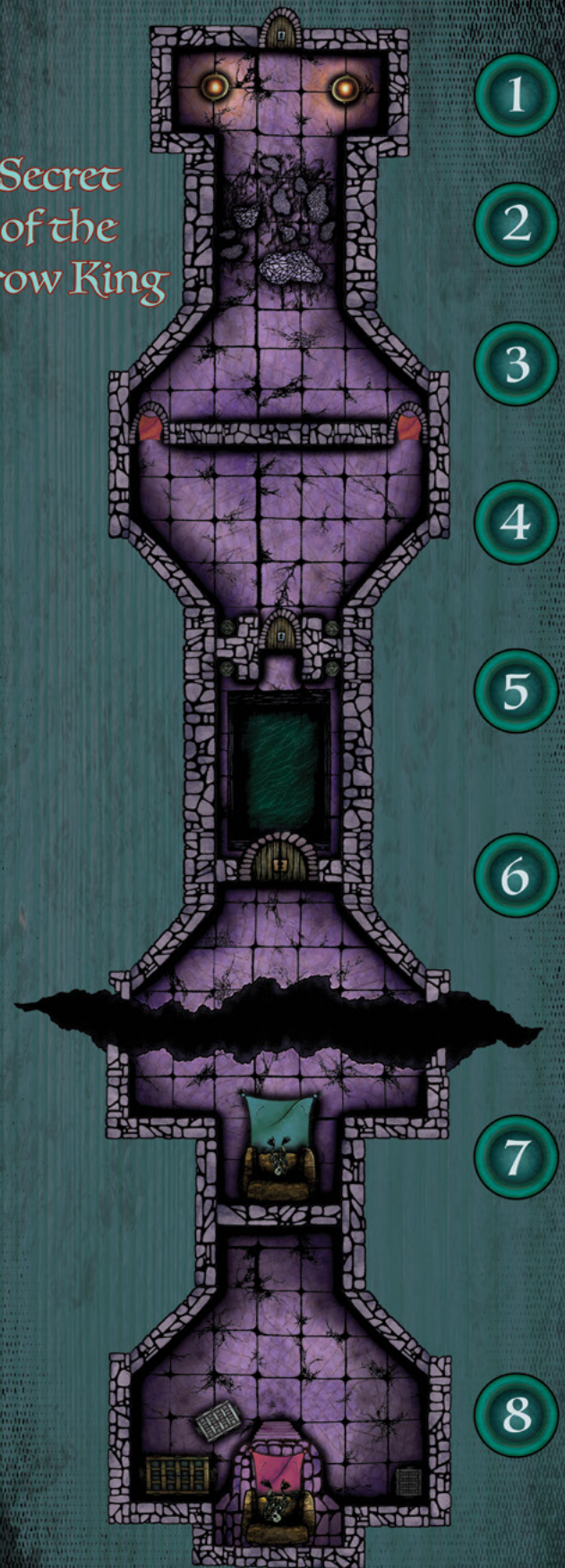
The staff held by the last drow king is indeed magical but has one purpose; locate any dark elves that are in direct lineage to the drow royal family. While most believed the king (who resides on this throne) was the last of his family, this was not the case. The king, although very young, was secretly married and had a daughter before his death. That daughter was hidden and never told her actual lineage. In the thousand years since the Lolth's coup, the descendants of the royal family have survived. Only a few rebels survived and just a handful of dissidents remain in drow society. If the PCs manage to find them, or pursue the truth, the staff will eventually lead them to the last of the drow royals and a new hope for rebellion.

When the drow king was slain and secreted away, a Lolth agent was yet to be discovered among the surviving rebels. The spy helped hide the fallen king in the secret mausoleum but was discovered and locked into the tomb to die. He begged the Lolth for help, but she cursed him to undeath as a ghoul. However, the agent's task was not completely a failure. He managed to deposit a magical spider (it is the size of a tarantula) and place it at location 8. The spider is silver with eight small ruby eyes. Whatever the spider "sees," is magically connected to an enormous spider statue within temple of the Lolth in the drow capital. That statue has eight eyes made flat red rubies (the size of a beach ball). Each of these eyes is directly connected to one of eight the small silver spiders. When the PCs enter, the spider will watch the proceedings from its perch on the throne. The drow high priestess will witness the actions of the PCs and then determine to find and kill the PCs and recover the staff. She has no idea where the secret mausoleum is located. The silver spider will reveal itself to the PCs (if they have not found it first). It can move much like a spider of its size, but it will remain motionless. The spider will follow the PCs in any case and spy on their movements for the high priestess is in hopes of divulging their location.

CONCLUSION

This adventure can lead the PCs into a campaign to restore the drow royal family and depose the Lolth as the drow leader.

Secret of the Drow King



STAR MASTER

Designed by Bill Barsh



ADVENTURE BACKGROUND

Riversmeet is a bit off the beaten track and on the fringes of the wild. Not much of a village, with just a dozen actual structures, its namesake is the confluence of the Diremarsh and Felwood rivers. The village serves a menagerie of farmers, woodsmen, trappers, and herdsman that live on this borderland. Goblins from the Felwood Forest occasionally raid the area, but regular army patrols generally keep the raids in check. But none of these domestic intrigues are what have brought you to the town. Word has reached you that an ancient barrow has recently been found near the village.

Level: 1st

Combat: Moderate

Exploration: Moderate

Roleplay: Light

ADVENTURE OVERVIEW

Star Master is an adventure for first level characters with a party size of 4-6. No particular character class is required. This adventure can be used to start a campaign wherein science fiction aspects; particularly, alien life is interjected. Additionally, Pacesetter's Red Queen series offers adventure opportunities for this genre.

In Star Master, the PCs are alerted to the presence of a new cave system that was recently exposed by a mud slide near the banks of a river. Prior to the arrival of the PCs, an intrepid thief gained entrance to the cave system, which he quickly deduced was an ancient barrow (and therefore filled with valuables). Unfortunately for the thief, he perished before escaping the barrow. This event is an optional plot hook as the PCs may be hired to find the thief (of course, under false premise).

The barrow system has two distinct sections. The first is an actual crypt of a troglodyte chieftain. This part of the complex is roughhewn and somewhat cave-like and was indeed carved out of a natural cave system. It is damp and no artificial light is present, and it is home to a small colony of vampiric bats.

PLACING THE ADVENTURE

Riversmeet can be any small, frontier village that serves a community of settlers living on the edge of civilization. The area is very large valley, fertile and diverse. Bordered by a mountain range to the north and an ancient wood to the east, it is a dangerous place.

ADVENTURE HOOKS

Rumor has come to the PCs that an ancient barrow has recently been uncovered near the village. It has yet to be investigated as Riversmeet is on the border of civilized lands. It is also possible for the PCs to be passing by when they are approached by a woman whose husband went to investigate the newfound barrow and has not returned.

THE BARROW

1. ENTRANCE

A narrow, but swift-flowing stream cuts through a series of steep hills. The hills are dotted with tall pines and sandstone projections and walls. Just ahead, where the stream turns and cuts away from a particularly steep hill, an obvious landslide has recently occurred. Several trees, freshly sheered and uprooted, lie in a heap across the stream. But more important is the circular slab of stone that leans precariously across and dark opening in the center of the steep hill.

Climbing the hill is a difficult but not dangerous task. Asking the players to make a DC 10 Dexterity check is applicable, but the result is simply an embarrassing fall and roll into the stream. The circular stone slab is roughly 10 feet in diameter and at one time was etched depicting a troglodyte chieftain standing over his fallen enemies. However, the etching has significantly eroded and is now hardly recognizable (DC 15 Intelligence check). The stone has shifted due to the landslide, and there is room for a PC to squeeze into the passage beyond (one PC per round). The ambient light from outside illuminates the stairs that descend into the hill but fades to darkness after 40 feet.

2. CORPSE

Lying face down, in the center of this circular chamber, is the decapitated body of what looks to be a human. However, the body has been adjusted to form a gruesome scene. A short spear or javelin protrudes from the back of the corpse with the head of the body impaled thereon and facing the stair. The eyes, pinned open, stare blankly forward. Next to the corpse, just beyond its outstretched hand, lies a metallic slab roughly the size of a thin book.

The corpse is that of a thief that learned of the barrow from a woodsman that traps in the area. He entered the crypt and managed to reach location 8 where he found the metal book, which is actually an alien device (similar to a tablet device); referred to hereinafter as electronic tablet. The thief, upon fleeing the complex when he triggered the device at location 8, was surprised by a group of bullywugs that live at location 4. The bullywugs are visiting the barrow where they have a shrine (location 4). They killed the thief and left his body as a warning to other intruders. The electronic tablet is out of power but will come to life if exposed to sunlight for five turns or brought within 10 feet of the sarcophagus at location 8. When “on,” it automatically displays a satellite view of an area that includes the nearest village (should be where the PCs’ originated this adventure). Also, strange symbols (a countdown clock is ticking down) change once per second. A read languages spell will reveal the numbers for what they are, though the concept may take a minute to understand. Regardless of when the PCs exit the barrow, the counter will allow them two hours to reach the village.

The corpse was stripped of any valuables including weapons by the bullywugs; they are currently at location 4.

3. THE PIT

The loud echo of a raging wind drowns out all other noise in this chamber. The pull of air rushes into a black pit in the center of this chamber. Otherwise, this chamber is empty.

Any lantern or torch in this chamber has a chance of being extinguished by the rushing air 1-2d6 per round. The pit descends 300 feet into another chamber within the Deep. There is no further description for that environ in this adventure. However, a **darkmantle** lives in this chamber and will attack any intruders after their light source is extinguished.

4. SHRINE OF THE FROG

This room is dominated by a large pool. Ripples cross its surface from droplets that fall from the ceiling. A pile of small skulls, mostly from various animals, form a four-foot tall pyramid. Atop the pyramid, a human-like skull, stares forward with two glowing green eyes.

This shrine was made by a clan of bullywugs that happened upon this barrow years ago. The bullywugs use the pool, which is connected to an underground river and lake just a few miles away. The ripples that cross the pool deflect light and any attempt to see more than a few inches into the water. Four **bullywugs** are hiding several feet beneath the surface of the pool. They have detected the intrusion of the PCs and await in ambush. The skull totem is composed of various animal and fish bones, though mostly skulls. The topmost skull is that of a human and each eye socket is filled with a dozen small emeralds that have been glued to form a solid mass. The emeralds are worth 10 gp each (24 total). Lying in a heap next to the totem are the valuables from the corpse at location 2: a tarnished short sword, a +1 **dagger**, a pouch that contains 12 sp, and one chipped emerald worth 10 gp, and a copper necklace (value 2 gp). The bullywugs will attack if any PC touches or approaches within five feet of the totem.

5. TROGLODYTE CHIEFTAIN

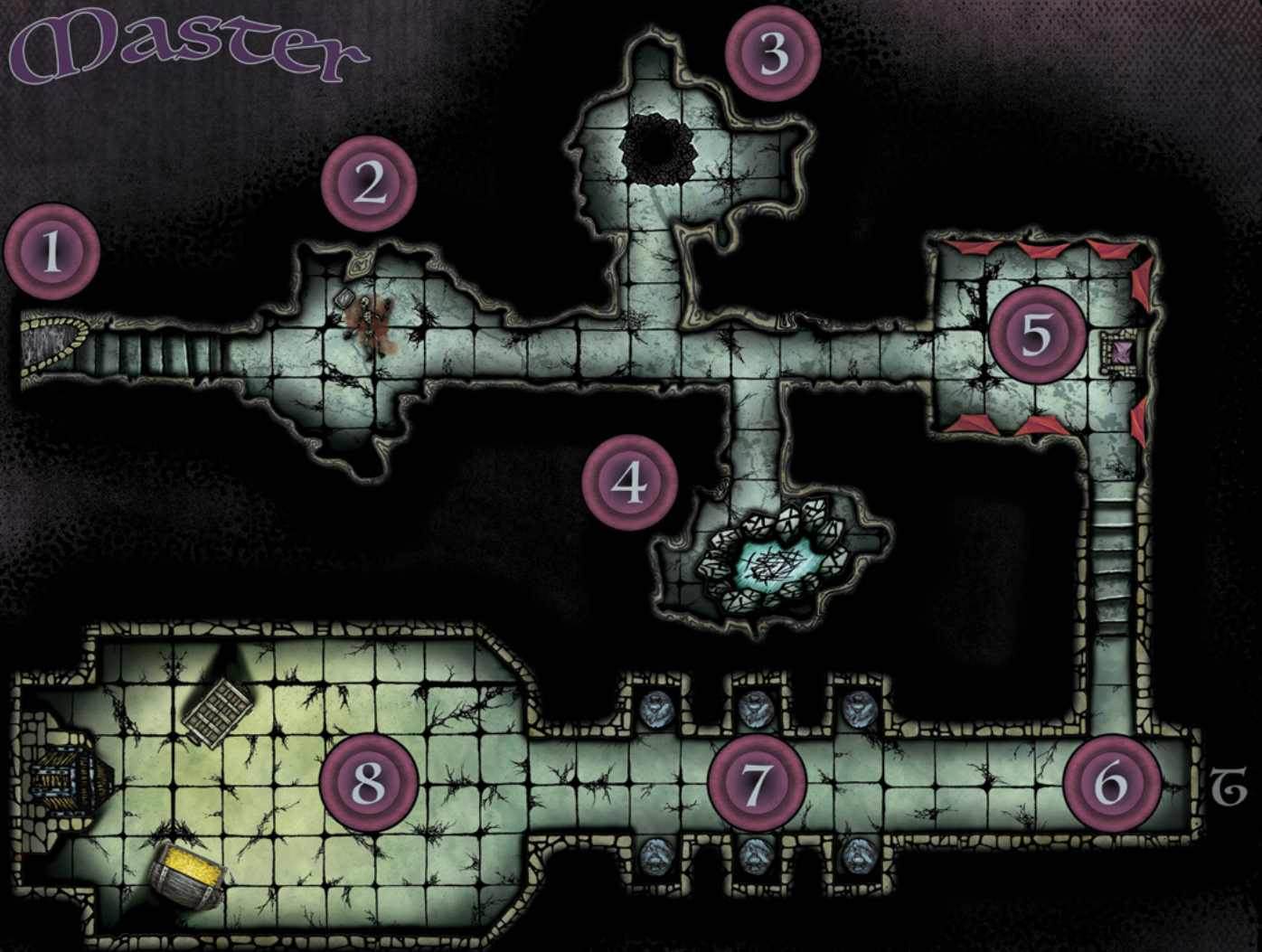
Torn, tattered, and faded tapestries line the walls of this large chamber. Across from the entrance, a mummified figure of a grotesque creature sits on stone throne. The creature appears to be almost amphibian-like as it has a frog-shaped head, though huge and filled with ragged teeth. The creature, when standing must be at least eight foot tall. Lying against the throne is a massive stone axe with an onyx head. The tapestries clearly depict battles within underground caverns, but any detail has faded and deteriorated with age.

Attached to the rocky ceiling near the throne are four **swarms of bats**. They will remain motionless, and therefore, nearly undetectable in the darkness of the craggy ceiling, unless someone approaches within 10 feet of the throne. If this occurs, they will swoop down and attack any PCs within the complex. The stone axe is to brittle with age to be of any service. Equally, if the troglodyte chieftain is disturbed, it will begin to crumble and fall. The dead chieftain wears a silver ring of protection +1. The secret door behind the tapestry is easily found (Perception DC 8) as the thief failed to close it completely on his expeditious retreat from the chambers beyond.

6. SPEAR TRAP

The walls, ceiling, and floors are made of carved block stone which dark grey in color. The ceiling height throughout is 20' and there is no illumination. The entire section is covered with a thick layer of dust.

Star Master



A pressure plate is disguised as stone at the end of the secret door corridor where it connects to the larger, 20-foot-wide hall. It can be found with a DC 15 Investigation check, and then easily disabled with a DC 12 Dexterity check using thieves' tools. However, if stepped on, four spears will launch from the opposite wall if the plate is triggered. The spears attack at +2 and inflict 1d6 +2 piercing damage. The spears will "attack" random PCs that are in the hall (10 feet). The shafts of the spears are ancient and rotting; they will break on any contact.

7. DROIDS

A series of three alcoves flank each side of the hall. Within each is dust-covered statue of an odd-looking humanoid creature. Even through the thick dust, it appears the figures, about four foot tall, are completely armored. Strangely, each appears to have patchwork of colored armor pieces which are red, yellow, or blue. Clear, crystalline or glass beads are set in square and rectangular patterns across the statues' chest and arms. The figures hold no weapons.

These statues are **robots** (use **orc** statistics), though only two of the six are still functional. If the PCs enter the alcove area, two will activate; the glass beads will flash varying colored lights. The robots will command the PCs to "halt," though the language is alien to the PCs. The robots will attempt to block passage in the direction of area 8. If attacked, the robots will fight. If ignored and the PCs return the way they came, the robots will retreat to their alcoves and turn themselves off (sleep mode). Both robots only have enough battery power to act for two turns. They can be recharged in full sunlight (one hour). The four robots that do not function can also be recharged in this way and will function normally. The robots will only follow the commands of the Star Master at location 8.

8. STAR MASTER

A large sarcophagus is set against the west wall. It sits upon a raised dais, nearly two feet above floor level of the chamber. Strange ruins, like no other you have ever seen, run across the front of the stone sarcophagus. Flanking the platform are two chests, but they are completely unlike. The larger of the two is made of wood with iron bands and it is open revealing a pile coins within. The other is made of shiny steel; silver-like in appearance. This chest is closed but has rounded edges and no apparent hinges.

Within the stone sarcophagus is another coffin-like container. This one is made of the same metal as the smaller chest. It is completely sealed but has what appears to be a square, black piece of glass set near the top of one end. If touched, the glass flickers and more strange ruins appear (much like those on the sarcophagus). Also, a large green circle appears on the screen. The green circle flashes slowly. A read languages spell identifies the runes on the sarcophagus as "Major Walker" and those on the black glass as "Activate." If the circle is touched, see next paragraph.

If the PCs have the electronic tablet from location 2, and it is within 10 feet of the sarcophagus, it will spring to life (See location 2). Additionally, the black glass screen on the sarcophagus will illuminate and the green circle spins faster and faster, and then stops. A hissing sound of escaping air rushes from the metal coffin and it opens to reveal a man inside. He is armored, but unlike anything the PCs have ever seen. It is very form-fitting. The man slowly begins to move and will rise. He makes no threatening actions.

The man attempts to speak to the PCs, but his language is alien. He then touches his helmet and tries again, this time speaking Common. The man, Major Walker, is an astronaut from the far future. He crash landed about 150 years prior to the start of this adventure. He landed near the village where the PCs started this adventure. He attempted to call down an emergency satellite/spaceship but was not successful. For a time, he lived in the village and helped them along; he was celebrated as a hero. After a time, Walker realized he might adversely affect a future timeline and he placed himself in a stasis pod. The villagers buried him in this barrow. Walker connected his stasis device to a monitoring system that would awaken him if in some unlikely event the orbiting satellite/spaceship would activate and return to earth. That event has occurred with the PCs' arrival.

The chest filled with coins contains 320 gp, 410 sp, and 790 cp.

CONCLUSION

Major Walker will await the arrival of his starship (which is an automated ship with no living beings; it is essentially a time travel device). However, he will point to some potential further adventures such as Pacesetter's module *13 Ruins of the Red Moon* or any other adventure module that details a crashed starship.

TOWER OF SENLEROS

Designed by Ben Barsh

ADVENTURE BACKGROUND

Long ago, a powerful elven wizard named Senleros became quite the local icon. He perfected every school of magic except necromancy. He never had an interest in the dark arts. For years he performed local acts of heroism, trained apprentices, and adventured to legendary dungeons. However, as he grew older, his hunger for more power grew with him. He decided to set out in search of a rumored elder dragon. This dragon is rumored to be the last of the original dragons that aided in the creation of this world. Before Senleros left his tower, he set traps and enchanted objects to attack any intruders. He left the tower to be claimed by the next greatest mage of the realm.

Level: 1st
Combat: Moderate
Exploration: Light
Roleplay: Light

ADVENTURE OVERVIEW

The PCs will set out to explore and claim the knowledge the tower beholds. Inside they will find some traps and enchanted objects left behind by Senleros. However, Raylar, a young human wizard, will already have explored most of the tower. This adventure is well suited for new players; however, veterans still may find some parts challenging. This adventure is optimized for 1st level adventurers.

PLACING THE ADVENTURE

The location of the tower does not have any specific requirements; however, a secluded location would be ideal.

ADVENTURE HOOKS

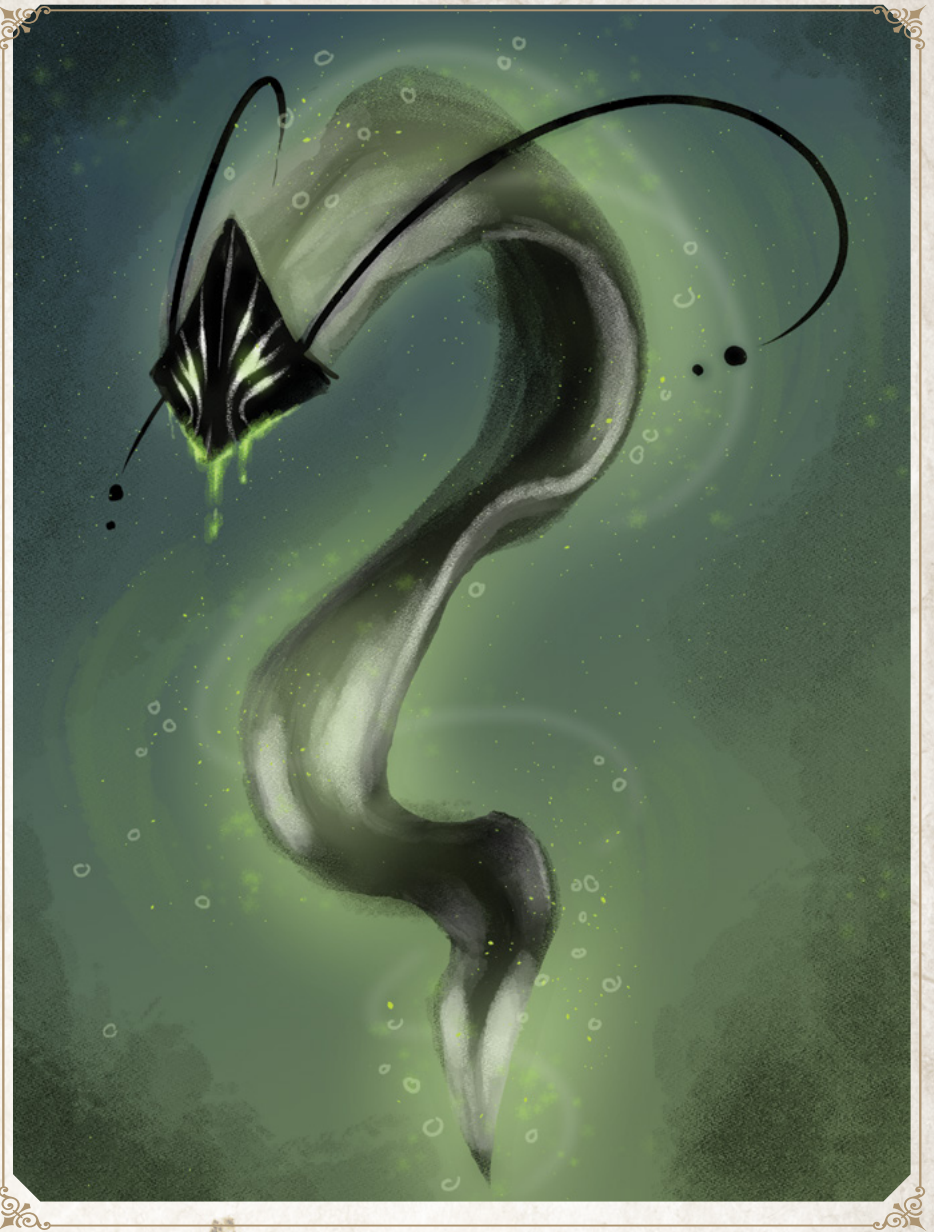
Powerful magic. Senleros was one of the most powerful wizards in the realm. There must be secrets he left behind on how to acquire more power!

Bountiful Treasures. Since Senleros' name was synonymous with "adventurer", there must be some wealth left behind in his tower.

THE TOWER

1. ARCANIC GREETING

The decrepit wooden door swings open to the base floor of the tower. A large carpet covers most of the limestone flooring. Although dilapidated in age, it still retains its elegant and fine look. Bookshelves line the walls as well as a small table and chair on the western wall.

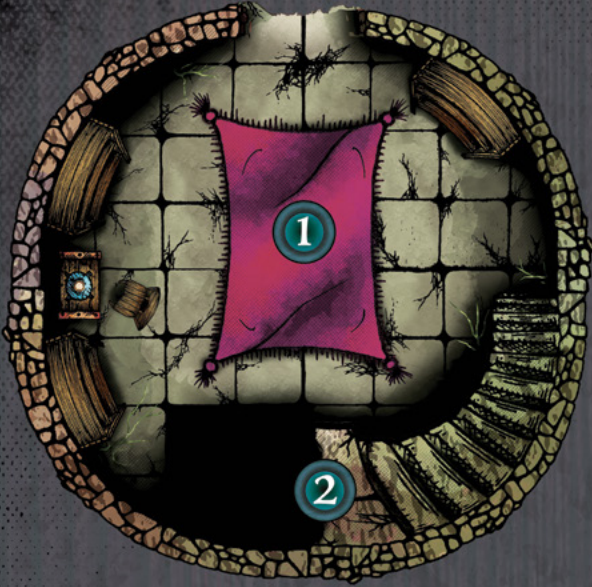


The entrance hall is fairly simple. A small library is housed here with old, dated books. They depict years old weather patterns, farming techniques, and magic spells. However, the spells depicted are not innovative or anything the PCs would not be familiar with already. However, if the PCs spend more than five minutes searching the room, they will eventually find a **spell scroll of magic missiles** in the eastern bookcase.

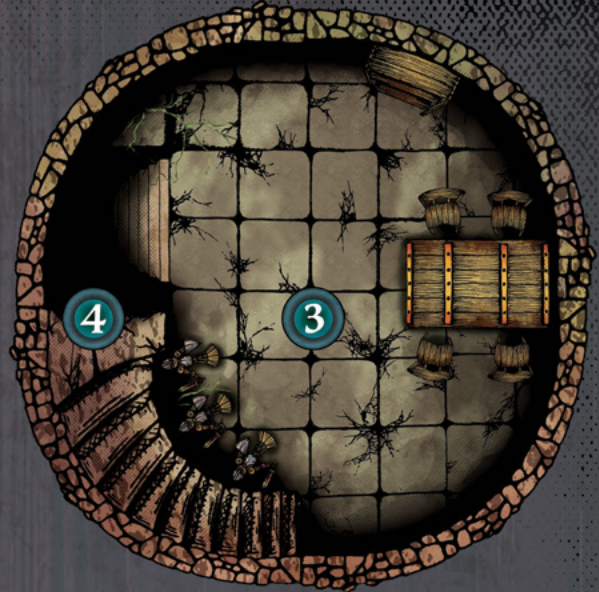
Before Senleros left his tower abandoned, he left small challenges for anyone attempting to acquire his secret knowledge. There are four arcane runes embedded to the floor. One in front of each bookcase and one in front of the table. If a PC steps on any of the runes, four **mana wyrms** (see appendix A) will be conjured. They will attack the PCs as that is their creation purpose. The runes can be spotted with a DC 20 Perception check as Senleros was skilled in the creation of these runes. They can be destroyed by a **dispel magic** spell or similar magic.

If the PCs attempt to discern tracks, they will need to succeed on a DC 15 Survival check to discover a set of human tracks. If they succeed, they will find a single set of tracks pacing the room then journeying up the stairs. This can be seen by a disturbance in the thin layer of dust and debris atop the floor. Although the PCs cannot specifically determine if they are human tracks, the boot tracks certainly determine they belong to a smaller humanoid. The tracks do indeed belong to Raylar in area 5.

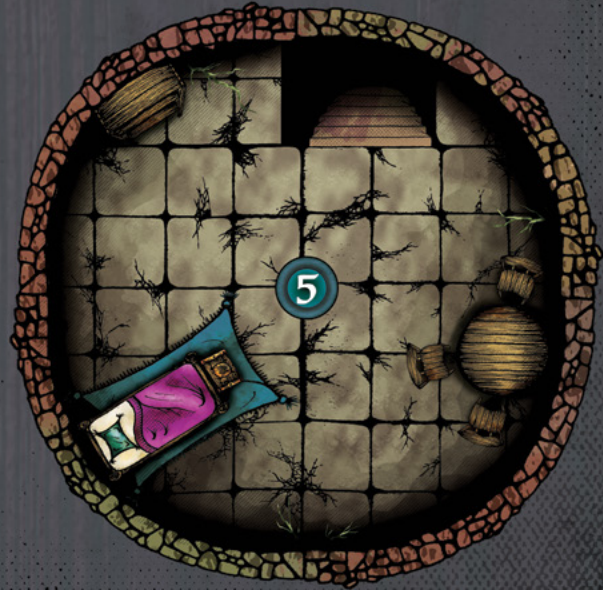
First Floor



Second Floor



Third Floor



Tower of Senleros

2. STAIRWAY

The staircase is completely normal. No, it is not a mimic. Unless you want it to be!

3. TRAINING CHAMBER

The stairs ascend into what appears to be a room designed for arcane practice. Three training dummies align the stairs leading up, a table on the eastern wall is piled with diagrams on casting technique, and display case housing tomes, vials, and miscellaneous material components make up this room.

This room was used by Senleros for himself to practice and to teach apprentices the way of the wizard. The training dummies have burn marks from use, the books on the shelves are like the introductory wizarding books on the first level, and the diagrams on the tables are rudimentary techniques for casting cantrips like *firebolt*. Any spellbook of advance use was already taken by Raylar.

The challenge set in this room comes in **mimic** form (yay!). A large book on the table is a mimic. However, since Raylar already weakened it, it only has 40 hit points. The mimic will attack the first PC to interact with it.

4. STAIRWAY

You guessed it. The staircase is a... normal staircase.

5. DUEL OF THE FATES

You ascend the final staircase to find a young human boy cowering in fear. Quickly closing in on him is a suit of armor with no face and two flying swords. You take the top step, he averts his gaze to you, and screams, "help!"

The PCs will find this room to be Senleros' sleeping quarters. In this room, there is a fine bed with a chest at the foot, two windows, a bookshelf, and a table and chairs. The room is in disarray from Raylar searching and fighting.

Raylar (**apprentice wizard** statistically) is cowering from an **animated armor** and two **flying swords**. If you wish to lower the challenge for your party, take some hit points off the monsters from Raylar successfully landing some spells. The animated objects will fight until death as that is their original creation. Raylar will take a round to get his bearings then join the fight.

Once the animations are defeated, Raylar will rejoice and praise the PCs. He will incessantly thank them for saving his life, and he will admit he may have been slightly too eager when exploring the tower. He will inform the party he is an apprentice wizard with no master searching for knowledge to advance in any of the schools of magic (except necromancy). He will ask the party if he can tag along, thus making him an NPC follower, henchmen, hireling (whichever you prefer).

If the PCs accept Raylar's offer, he will split the gold he has found on the lower levels of the tower. That total is 78 gold pieces.

The other treasure found in Senleros' quarters is 24 gold pieces, 87 silver pieces, a silver circlet with a flawless garnet worth 120 gold pieces, and a **wand of the warmage +1**. Senleros took most of his treasure when he set out to find the elder dragon.

CONCLUSION

Once Senleros' tower has been cleared out, the PCs may want to set out to find Senleros. If this is the case, this could be the start to your next best campaign. Perhaps leave a map on the table detailing the first location Senleros went in search of the elder dragon. If not, they may want to head back to Traveler's Respite to find a new adventure. Whatever happens next, know your next best adventure is right around the corner.

DISTURBANCE AT THE DESERT OASIS

Designed by Ben Barsh

ADVENTURE BACKGROUND

Far to the south of a civilized settlement lies the vast and vacant Shadowed Waste, a large uninhabited desert often traversed solely for trade with southern cities. A small oasis lies near the middle of this wasteland. The oasis is often used as a waypoint of rest for travelers or traders. Until recently this waypoint has been one of few safe locations to rest at during the transit. Many travelers have reported that a monstrosity has taken over the oasis. Even the frequent cabbage merchant had to abandon his cart near the pool. When he returned to town he exclaimed, “my cabbages!”

These travelers all agree they believe this monster to be of undead nature. Some even think that a mummy escaped from one of the lost pyramids the desert wasteland swallowed up years ago.

Fear has overcome the village. Without a safe middle point, the common folk cannot traverse the Shadowed Waste. You are tasked with rooting out the disturbance at the desert oasis!

Level: 3rd
Combat: High
Exploration: Moderate
Roleplay: Light

ADVENTURE OVERVIEW

The PCs will hear of the danger at the oasis from merchants in either the southern desert villages or the northern cities above the Shadowed Wastes. They will adventure through the desert and to the oasis. Along the way they will be attacked by a bulette, and once they arrive to the shrine, they will investigate and then be attacked by a mummy of the deep. This adventure is simpler and shorter than most adventures within this book. It is meant to be a quick introductory session for the GMs who have a clear-cut campaign ready to run.

The mummy terrorizing the oasis has escaped from his burial pyramid that the ruthless wasteland swallowed up long ago. The mummy's name is Vizier Tor, and he was once the most notable advisor to Pharaoh Nabil (Nah-beel), the greatest and fairest leader the Shadowed Waste has ever known. Before Tor died, he was cursed by an ancient relic of the Shadowed Waste that cursed him to forever live as an undead monstrosity of himself.

PLACING THE ADVENTURE

The main locational concern with this adventure is that it must take place in a desert. Where the PCs depart from is up to you. Perhaps they depart from a desert settlement that relies on the trade routes that have been disturbed.



ADVENTURE HOOKS

For the People. The merchants rely on the oasis as a waypoint of travel. Without it, journeying through the desert is too risky.

For the Profit. The leader of the village the PCs depart from is willing to pay 50 gold pieces to each adventurer who is apart of the sanctifying of the oasis.

For the Cabbages. The cabbage merchant is offering a free head of cabbage to each adventurer who aides in the return of his cabbage cart.

EXPEDITION TO THE OASIS

The PCs will have to traverse the desert for four days before coming upon the oasis. The journey will be relatively uneventful since few people are willing to travel without the safety of the oasis. However, they will have one sure encounter along their travels.

The day they are set to arrive at the oasis, they will encounter a **bulette**. It will charge the PCs from underground and use its *deadly leap* ability. Ultimately, it is up to you what day the PCs encounter the hungry bulette. However, if they encounter it just before the arrive at the oasis, the fight there will likely be more challenging.

Other hazards the PCs may encounter are exhaustion or purely damage taken based on environment. Levels of exhaustion may be given out to PCs in heavy armor since the heat take a larger toll. Also, a random counter is always a fun way to add to travels! Perhaps roll 2-3 times a day depending on the challenge you wish to offer. If you wish to add random encounters, roll on this table:

D10 Encounter

1-2 3d8 **scorpions**

3-4 2d6 **tribal warriors**

5 A brass lamp atop a pedestal in the sand (worth 15 gold pieces... no genie in this one)

6-7 1d4 **giant vultures**

8-9 1 **lamia**

10 1 **air elemental**

THE OASIS

As the PCs approach the oasis, read:

After a long trek through the desolate wasteland, you finally arrive to the desert oasis. It truly is a diamond in the rough. A beautiful pool of fresh spring water ripples softly with the warm breeze. You see bold and brilliant palm trees swaying as if dancing with the wind. On the eastern side, you see a tipped over cabbage cart as described to you in the town. Spread across the oasis is miscellaneous gear left from fleeing adventurers. Although this is truly a beautiful and relaxing sight, you cannot help but feel an inhospitable atmosphere... almost as if something or someone is watching you.

The PCs will approach the beautiful oasis yet feel unsettled. The entire scene could be described as a soup sandwich, an absolute mess. Adventuring gear and cabbages are thrown all over the oasis as if people meant to flee the scene as fast as possible. While there is some valuable loot to be found, it was requested the PCs not steal any of the gear or equipment.

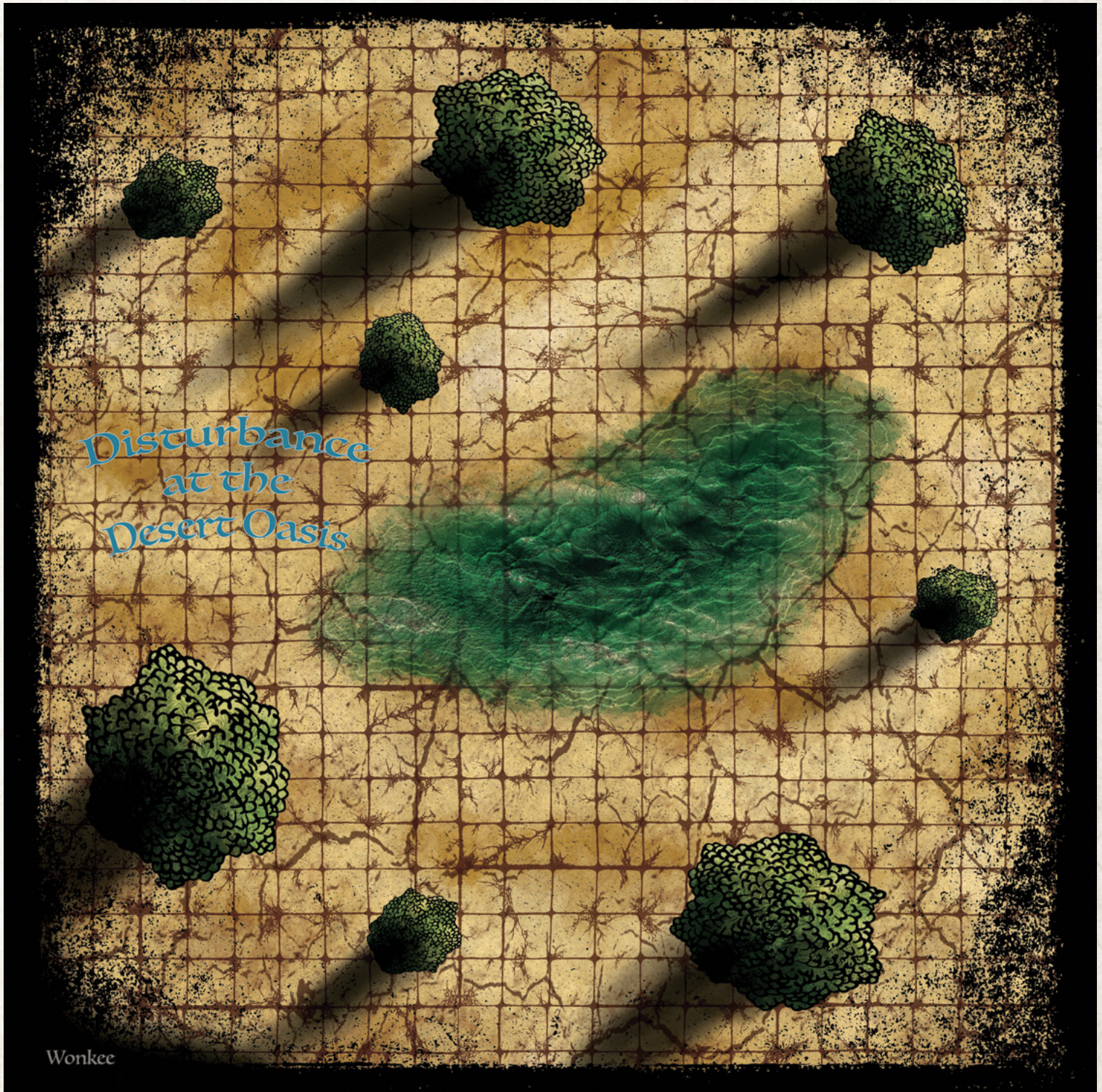
The unearthed threat to the oasis is a **mummy of the deep** (see Appendix A). When the PCs approach, the mummy will be wading under the water waiting for a good opportunity to ambush them. There is also a **swarm of insects** that will attack when the mummy does. Each will attack to the death.

Once the mummy and insects have been defeated, the PCs may gather the equipment they find and head back to town. If they search the mummy's body, they will find a **ring of mind shielding** on its right-hand index finger. When the mummy was slain, the soul of that person went into the ring. If a PC attunes with the ring, the soul of Vizier Tor will speak to the player. He will thank the adventurer from saving him from the undead prison he was cursed to live on in. Tor will now pledge himself as an advisor to the new host and his or her adventuring friends.

CONCLUSION

Once the mummy has been slain, the PCs will head back to town where they will inform the travelers and villagers that the oasis is once again safe. They will be awarded 50 gold pieces each.

If you would like to continue with the desert theme of adventuring, consider having the spirit of Tor lead the PCs to his pyramid where they can uncover his treasures. Perhaps you make the spirit of Tor evil and attempting to trick the PCs into their death in a hazardous temple in the Shadowed Waste. Whatever happens next, know your next best adventure is right around the corner.



GUARDIAN OF THE GROVE

Designed by Ben Barsh



ADVENTURE BACKGROUND

Since Farrador's existence, agricultural families have given praise and honor to the goddess Persephone. Known for bountiful harvests and quality ingredients, the farms surrounding the town of Traveler's Respite began to building shrines honoring Persephone. The most beautiful of all these was a grotto build into the earth itself. Hidden deep into the Tangled Forest, this grove was a secret haven for those who worshipped her greatness.

Years of the most efficient the farms have ever been went by. With this success, word spread. Marauders from Mog Boldar traveled to the grotto from rumors of a beautiful golden statue of Persephone. They believed this to be the ultimate score. The day they made the hit on the grove was when most of the farmers met at the shrine. They attempted to fight the bandits back, and when all hope seemed lost, they were saved by a what they described as an "apparition of Persephone". A brilliantly beautiful unicorn charged into the grotto and made waste of the bandits. The common folk were so grateful, they held a weeks long festival honoring this fantastic, magical being. Since that day, the unicorn has remained in the grotto defending it from any invades. However, a rising radical cult of Hades has set their nefarious gaze on the grove. Brave adventurers are needed to defend the shrine and the guardian of the grove!

Level: 3rd

Combat: Moderate

Exploration: Moderate

Roleplay: Light

ADVENTURE OVERVIEW

The adventurers will catch word of the grove being assaulted from local citizens of Traveler's Respite. The grotto is only thirty minutes travel to the east into the Tangled Forest. From there, the PCs will enter the shrine and rid it of the cult of Hades.

This adventure is a good follow up to *Rising Tides*, a level one adventure earlier in this book.

PLACING THE ADVENTURE

This adventure will do well in any forest region where agriculture is a main role of society. It should also be a close journey from whatever town the PCs set out from. If not, they may decide not to go since they could reason they will not catch the cult in time.

ADVENTURE HOOKS

For the Light. You are the last line of defense in the survival of the shrine. Make haste before it is defiled!

For the People. The local farmers put great thought into their worship of Persephone. They would surely be grateful if you expelled the cultists.

For the Profit. Hedda, the head of agricultural trade for the mayor, will pay the PCs 50 gold pieces each to go save the grotto.

THE GROVE

The PCs will set out from town and make haste to the grotto. The adventure will be relatively uneventful. They will cross bright green plains then enter the Tangled Forest. After five minutes of fast pace through the forest, they will come upon the entrance of the grotto. When they read this location, read:

After a small expedition through the forest, you come upon what was described to you as the entrance to the grotto. A wooden door placed into a raised mound lies before you. However, the door is not closed and swings with the wind.

If the PCs choose to check for tracks outside of the entrance, they will find fresh tracks with a successful DC 12 Survival check. They will find prints from human sized boots, dog tracks, and hoof prints. The hoof prints are indistinguishable from unicorn or nightmare (see area 5).

1. GRAND ENTRANCE

You swing the door open and begin the trek into the grotto. Immediately the path begins to slope down into the earth. Down and down you go, the light dwindling behind you. As the path evens out, you can see the end of the tunnel come into sight. As you approach, you can see sunlight return into view. At the end of the tunnel, the magnificent grotto comes into view. It appears to be an entire living ecosystem functioning underground. Inhabited inside is massive trees, an icy-blue river, butterflies dancing through the air, and bright flower beds. Where you assume a ceiling to be, you see natural gaps formed allowing the sunlight to stream in. A welcoming warmth comforts you as you step into this extravagant grotto.

The PCs will enter the grotto and quickly encounter the cult. Since the shrine to Persephone has not yet been defiled, the comforting feeling still radiates in the grove.

2. RELEASE THE HOUND

You turn the corner entering the massive underground cavern. Standing before a rushing, pure river is a jet-black dog with fire spewing from its jaw. On its left and right are daunting humans with black robes drawing scimitars.

The cult's captain Gandir has stationed these two **cultists** and **hell hound** to be the first line of defense against any invaders. They will not negotiate with the party in anyway, and they will attack on sight.

Only 12 gold pieces can be found between the two cultists. They each have a skull with a dagger sticking through it embroidered on their robes in silver thread.

3. OVER THE RIVER, THROUGH THE WOODS

Before you is a quickly flowing river running from northwest to southeast. The water is so clear you can even see lake trout following the flow of the aquatic stream. Fifteen feet across the river, the ground continues again. A single stone in the middle of the river creates a waypoint for travelers moving across.

The river is generally easy to cross; however, if the PCs are fleeing out of the grotto, it will pose as an obstacle. However, if there are no life-threatening forces rushing them, some may be able to cross simply by jumping. Perhaps they use a tree stump to guarantee safe passage. If a PC means to use the stone risen out of the river, they must succeed on a DC 10 Dexterity check to keep their balance. This check can be higher during a rush.

The river is moving fast enough to sweep a small or medium creature down the tunnel to the southeast. If a PC falls into the river, they must succeed on a DC 12 Dexterity saving throw to grasp the riverbed before being dragged into an underground water basin. From the water basin, the PC will find a small tunnel that leads up to the surface. They will climb out and appear in the valley outside of the forest.

4. TREE OF LIFE

A great tree stands in the northern section of this chamber. Unlike the other flora in the grove, this tree has multiple different colors of leaves: yellow, red, green, light blue, orange, and brown. It glistens and sways with the slight breeze flowing from the gaps in the ceiling.

This tree is a unique reward available to them if they save the unicorn in area 5. If the PCs take any of the leaves without the blessing of the unicorn, they will have no effect in anyway.

If the PCs come upon the tree with the unicorn, see area 5.

5. HUMANITY'S WORST NIGHTMARE

You approach the end of the grotto. What should be a sight of amazement and holy wonder is a battle between good and evil. You see a cultist dashing towards a gallant and ethereal mythical beast. A beautiful pure white horse with a single horn extending from its head, you can only assume this creature to be that of fables: a unicorn. Flanking the unicorn is another horse creature, however, this seems to be the opposite. A jet-black horse with a mane of fire is charging its opposition. Riding this nightmare beast is another member of the cult. As you leap into battle, the rider slashes his dagger down at the unicorn sending it into unconsciousness.

As soon as the PCs enter the battle, the unicorn will be struck down. There is a **cultist** fighting on foot and a **nightmare** and **cult fanatic** riding the nightmare. They will leave the unicorn to battle the PCs.

If the PCs heal the unicorn, it will leap back into combat and fight by side of the PCs. This is a unique combat scenario where you should roll death saving throws for the unicorn. That way there still is a chance it lives even if the PCs do not have healing available to them. If the PCs flee, the cultists and nightmare will follow them until they reach a civilized settlement.

If the cultists and nightmare are defeated and the unicorn lives, the unicorn will telepathically speak to a PC who speaks Celestial, Elven, or Sylvan. If none speak any of these languages, you may allow it to speak Common. It will first thank the PCs for the assistance in defending the grotto. Then, it will award the PCs with the unique **ring of healing** (see Appendix B). They will also find 48 gold pieces between the two cultists and two green gems worth 50 gold pieces each.

The unicorn will also allow the PCs to experience a unique gift from Persephone. The unicorn will escort the adventurers to the tree of life in area 4. It will explain that each leaf offers a unique boon from the goddess. However, it will not disclose what each color offers. The player must simply choose a leaf and consume it. The boons are as follows:

- Yellow: Gain proficiency on Religion checks
- Red: Gain proficiency on Survival checks
- Green: Gain proficiency on Persuasion checks
- Light Blue: Gain the ability to speak the language Aquan
- Orange: An increase of 1 point to the characters lowest ability score
- Brown: An increase of 1 point to the characters highest ability score. This will not exceed 20, and if it will exceed 20, it will go to the next highest.

The unicorn will again thank the PCs for the help and wish them the best on the rest of their adventures.

CONCLUSION

Once the cult has been expelled from the shrine, the unicorn will thank the PCs and send them on their way. The local farmers will organize to assist the unicorn in cleaning up the shrine. The PCs could gain some good favor for offering a day of their time after the adventure assisting. Hedda will also award each PC with 50 gold pieces each for the victory.

If you would like to continue with the cult-style adventuring, you can present this victory as one of many. Perhaps these fanatics were just few of a rising tide of savage followers of Hades. Pacesetter Games' *Rise of the Nefarious* would be a nearly seamless sequel to this beginning. Although the events of *Rise of the Nefarious* happen nearly 200 years after these events, it can be a sequel with few tweaks here and there.



MAYHEM AT THE MOUNTAIN PASS

Designed by Ben Barsh



ADVENTURE OVERVIEW

In years past, great dragons roamed the Canith Mountain range. The Canith Mountain range was a special area where dragons of good and evil found peace. Red and gold, blue and silver, white and brass came together to forge a new path for dragonkin. A small group of devote followers lived among these dragons. They called themselves the dragon priests. The dragon priests were dedicated on protecting and assisting in the establishing of this new path. Instead of being infatuated by greed, the dragons used their world-old magic to make Mog Boldar, the region in which the mountains lie, a better place.

Over time, the dragon priests became corrupt. They saw a world where they could lead with the dragons. Unfortunately for them, this “leadership” fell harshly under the category of domination. A war of dragons vs. dragon priests broke out. The war was settled in under a month. Every dragon priest was killed or taken prisoner. However, not all dragon priests were evil and not all dragons were good. Individuals changed sides as they saw fit. Once the war ended, the dragons slowly began to separate again. The “good” aligned dragons flew west to make a new home in a new region, and the “evil” dragons made themselves great dungeons in the mountains. Legend says the remaining dragon priests stayed in the Canith Mountains to reposition their might.

No person alive in Mog Boldar can trace their lineage back to the dragon priests. Although this once great religion has passed, activity in the mountains has risen. The most credible claim comes from a local farm that argues a smaller dragon comes in the night and snatches their livestock. It is up to a brave band of adventurers to investigate this rising mayhem!

Level: 3rd
Combat: Moderate
Exploration: High
Roleplay: Light

ADVENTURE OVERVIEW

This adventure may start as an investigation, but it will end as a pure dungeon dive. A farm just north of Traveler’s Respite claims they have seen a small dragon snatching livestock in the night. It comes infrequently. They assume whenever it is hungry. They have not been able to discern what color the dragon is; however, they are convinced it does not have good intentions.

The PCs may travel to this farm to investigate. After, they will likely adventure to the Canith Mountain range, a day travel north, and begin the dive into the dragon’s lair. Tracking the beast will be simple since it is a wyrmling and not yet fully developed intelligence. Inside the PCs will fight the dragon’s followers and the dragon itself.

PLACING THE ADVENTURE

The adventurers may start this adventure in Traveler’s Respite. They will then journey north to the Mando Family Farm. They will investigate Mando’s farm, and then track the dragon north to the mountains.

If you wish to place this adventure in your own world, any area where a dragon might make a lair is preferable. Since Fercryx (fair-cri-x) is a red dragon wyrmling, a mountainous area is perfect.

ADVENTURE HOOKS

For the People. The local farmers who support towns like Traveler's Respite are suffering from the dragon menace. Defenseless citizens are calling for your aide!!

For the Glory. Slaying a dragon of any kind is a heroic deed. Your name will live in honor among the people of Traveler's Respite.

For the Profit. The mayor of Traveler's respite is offering a 300 gold pieces bounty on the dragon menace.

THE INVESTIGATION

If the PCs choose to investigate Mando's farm, they will travel north for three hours at a moderate pace before reaching their destination. Once they reach the farm, they will meet Terrington Mando. He was born into a noble family; however, he wanted a simpler life for his wife Cassandra and his child, a young boy named Jaren. Terrington prefers to simply be called Mando, and he will be the one interacting with the PCs.

Mando will explain that a small dragon has appeared on multiple occasions to rip his livestock from his farm. He farms primarily wheat and corn; however, he raises livestock to assist in feeding his family. He has lost two cows, a horse, three pigs, and a chicken so far. He has started to house the animals in small buildings he has built on his property, but he has many upgrades to perform since he has not rebuilt since the winter.

If the PCs venture over to the stock houses, they can perform an Investigation check to see what sort of damage has been done by the dragon. With a successful DC 15 Investigation check, they will find claw marks on the wooden structures and in the soil, dry blood staining the wood, and clumps of skin and feathers scattered about. If they succeed on the Investigation check by 5 or more, they will find a single red scale sticking out of the soil. On a successful DC 15 Survival check, the PCs will find tracks the dragon clumsily left behind. The tracks are small, so they can narrow it down to a large wyrmling or a small young dragon.

Mando will also inform the PCs he last saw the beast flying toward the Canith Mountains to the north. The mountains are approximately a day travel away. Mando is sure the dragon has its lair in the base of those mountains. The PCs can easily track the monster with a DC 10 Survival check. Fercryx flew low to the ground with the snatched animals as to not be seen. This results in a blood trail leading all the way to his lair in base of the mountains. Lucky for them, the region is experiencing a bit of a drought, so the trail is still hot. Thus begins, the mayhem at the mountain pass.

THE MOUNTAIN PASS

Once the PCs enter the Canith Mountain range, the road will slim down to adhere to the rough mountain terrain. The mountain pass the PCs are traveling in is jagged and poorly maintained by the local lords. However, after a couple minutes of traveling, a cave mouth will come into view. The trail of blood will lead up and into the cave.

1. CAVE MOUTH

The thin trail of blood diverts from the mountain pass and into a large cave. The outside light streams in, but it only gives you a preview of what is inside. The cave seems naturally formed from the uneven path and walls.

The PCs will easily find the cave mouth as it is the only one for another hour worth of travel. If they caught the trail of blood at the farm, they will easily be able to keep the trail in the cave. There is nothing of value, other than the trail, in this room.

2. ABANDON HOPE

You turn the corner to find what was a camp. There are three tents, a fire pit, stumps, and random supplies scattered around the chamber. As you fix your eyes on the scene, a feeling of unease falls over you. You see three lifeless bodies lying motionless on the cold cave floor. As you approach, you notice they have been ravaged to beyond the point of identification.

The camp before the PCs was formed from adventurers attempting to seek shelter for the night. Little did they know, they walked into the belly of the beast.

Fercryx and his minions have already taken any valuables the adventurers had; however, they did leave behind a journal owned by one of them. All but one of the pages have been ripped out, and the only writing on the page reads, "I can feel a nefarious force controlling this land. If you find this, turn back now and abandon all hope".

3. DRAGON'S DELIGHT

The rancid smell of rotten flesh overwhelms you as you enter this death chamber. Animal carcasses fill nearly every inch of the floor. You see cow, horse, goat, and pig remains among the lot.

This is a feeding room used by Fercryx. Unless the PCs have an appetite for rotting, uncooked meat, this room has no value.

4. SHRINE OF THE DRAGON PRIEST

Before you is a small shrine. There are three pews and two chairs leading up to a statue of a slender human grasping an elegant staff. The staff's detail is far beyond a normal statue. The shaft has been methodically designed to represent the skin of a dragon. It is so realistic you may mistake it for actual dragon scales. These scales lead up to a dragon's head adorned at the top. The entire statue seems to be made from a very fine dark marble stone.

This statue is a dedication to the dragon priests that once lived among the dragons. A player can discern this with a DC 12 Religion check, or if they know the history of the dragon priests, they may know this information instantly.

As they approach, they will see the staff in the statue's right hand, but they will also see his left hand outstretched. Inside his left hand is the key to opening the door in area 5. They will find the small out cut of the sun that is needed to be pushed back into place.

If the sun is taken from the statue's hand, the statue will come to life and begin to attack the PCs. It will fight as a **living stone statue** (see appendix B). The statue will radiate as magical if a *detect magic* spell is cast or similar magic. However, only a 7th level *dispel magic* spell or higher can dispel the statue. The statue is magically bound to the star, so it will chase the PCs as long as they have the star in their possession.

5. LAND OF THE DRAGON

A grand mural is painted on a large stone door. The mural depicts dragons of all color flying among a mountain range. This visual is hard to grasp since painting seems to be consumed by darkness. As you look closer, you change your view to the sky above the dragons. You notice a piece of the mural is missing. The sun seems to be cut out of the door as if rid from this world.

The on the door is missing a key component, the sun. Without the sun in place, the door cannot be opened. If a PC runs his or her hand along the surface of the door, they will indeed notice the sun has been cut out of the door. The diameter of the figure is a mere foot long. Nothing short of a wish spell can open the door other than the sun figure. The only exception to this is that the door will open with the presence of Fercryx.

Once the PCs find the sun in area 4 and place it in the mural, read:

You place the figure of the sun into the slot. As you do so, it begins to magically fuse back into the door. A light starts to emanate from the star, and that light spreads to this fairytale land the dragons fly in. As if the mural comes to life, you see the dragons flying around the mountains in a thankful way. With that, the door swings open.

6. WHERE GOOD MEETS EVIL

As your gaze shifts from the door to the room beyond, an overwhelming feeling of malevolence comes over you. You see a grand pile of treasure directly ahead; however, standing atop the small fortune is a small red dragon. As you enter, it steps down from the pile, and gives a guttural growl.

This is where the PCs will meet and battle Fercryx the **red dragon wyrmling**. Fercryx is being controlled by a cursed staff implanted into the ground behind his treasure pile. A dark wizard enchanted staff to corrupt Fercryx to cultivate his personal wealth. One day the wizard will return to take all the treasure Fercryx has amassed. The dragon is not innately evil. He is a spawn of the good red dragons that roamed Mog Boldar in the age of the dragon priests. However, due to this curse, he does fit the nefarious stereotype.

It is up to you, the GM, to decide whether you would like to make it obvious Fercryx is being controlled by the staff. It emanates the evil it was corrupted with, so as a PC moves closer, he or she will feel that evil grow stronger. You may require a Perception check for one of them to see the staff, or you may reveal it to them after the first or second round of combat. Perhaps a successful DC 15 Arcana check to discern its true nature. Whatever you decide, having the staff destroyed and Fercryx's true nature revealed could be a fun spin on normal "hack and slash". If the PCs decide to destroy the staff, it has AC 12 and 20 hit points.

If Fercryx is released from this mental prison, he will immediately begin to speak to the PCs expressing his apologies. He speaks enough Common to explain his situation; however, if a PC speaks Draconic, he prefers to converse in his native tongue. He will apologize for attacking them. He will explain he had no control of his actions. It is like being trapped in your own body but someone else holds commands it. He has no knowledge of the sorcerer who enslaved him. He only knows that he had an insatiable need to acquire a fortune... and eat.

Fercryx will beg the PCs to inform the mayor of Traveler's Respite that they killed him. This will make it so he can live in peace without being tracked and hunted. It is up to the PCs whether they honor his wishes. Fercryx will offer the PCs a portion of his treasure. The rest he will return to where he stole it from. He also asks them to bring some gold to the farmer so he can rebuild his destroyed buildings.

If Fercryx is slain, the task will be complete. However, the staff must have a host. Every creature in the room must make a DC 18 Constitution saving throw. On a success, the creature resists the curse of the staff. On a failure, the creature will become a thrall of the curse. They will immediately feel an overwhelming evil presence take over their body. They will see through their own eyes but have no control over their actions. They will then begin to attack their compatriots. The curse may be broken by destroying the staff. If there are two or more creatures who fail the saving throw, the closest creature is enslaved.

Fercryx will share the following treasures with the party:

- 460 gold pieces, 325 silver pieces, and 120 copper pieces
- Four purple gems worth 15 gold pieces each
- An elegant golden ewer worth 50 gold pieces
- A crystal glowing yellow worth 25 gold pieces
- A silver ring inlaid with an emerald worth 125 gold pieces
- *Bag of Holding*
- *Staff of the Dragon Lord* (see Appendix B)

If the PCs kill Fercryx, they will have more loot available. They will find an additional 200 gold pieces and 45 platinum pieces.

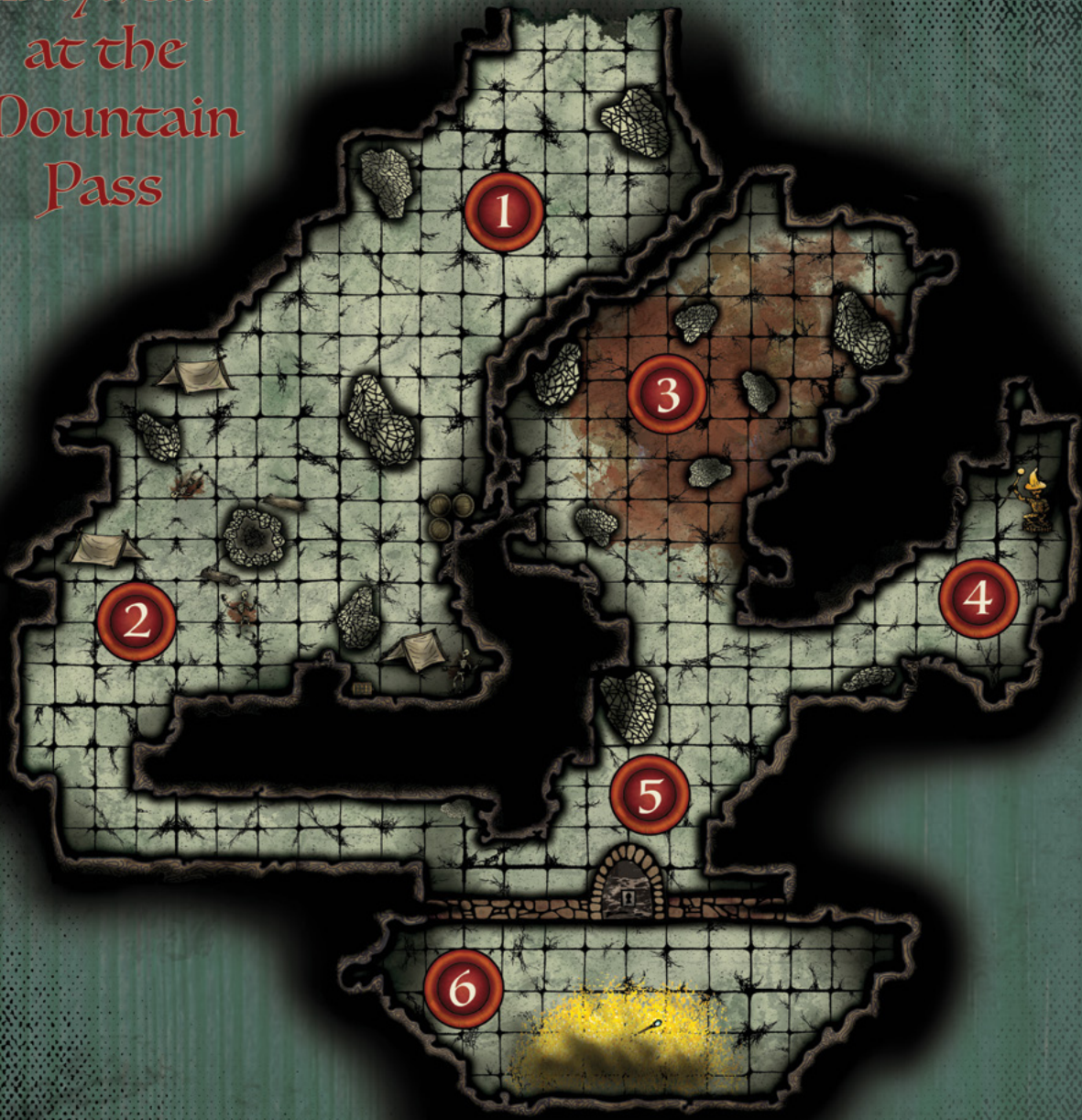
CONCLUSION

The adventure officially concludes with the PCs returning to Traveler's Respite to collect their reward. If they accepted the mission from the mayor, they could collect their 300 gold pieces.

If the PCs tell the mayor that Fercryx was under a spell, he will at first be furious. He will come to his senses as he will slowly remember the legends of the dragons not being innately born a certain alignment. He will still reward the PCs the 300 gold pieces for resolving the issue.

If you would like to continue with this storyline, perhaps the PCs can find word of a dragon priest lurking in the Canith Mountains. This would explain the curse that has fallen over Fercryx. Whatever happens next, know your next best adventure is right around the corner.

Mayhem at the Mountain Pass



SEA DEVIL'S RESPITE

Designed by Bill Barsh

ADVENTURE BACKGROUND

The town of Saltmire is in turmoil. A small seaside town with a large port is a hub of merchant shipping and a bustling fishing industry. But for all its thriving business, it is still a simple place with a close-knit community. The people are good-natured and hard-working. It is truly and idyllic place. What brought you here was anything but adventure. You are looking for a fresh start in some far-off land. Saltmire is the best place to catch a ship for a fantastic land. However, instead of hope, you have entered a town filled with despair. A child, just an infant, has been stolen. The entire town is searching, but more help is needed.

Level: 3rd

Combat: Moderate

Exploration: Moderate

Roleplay: Moderate

ADVENTURE OVERVIEW

Near Saltmire, a busy coastal town, a sea hag lurks with a diabolical mission straight from the Prince of Demons. The town is home to a strategic port that is used by nearly every merchant house within 500 miles. It is also the home of the Glavest Imgenf and his wife, Laures. The couple owns an apothecary, which is quite successful. Glavest, a former adventuring wizard, retired young after falling in love with Laures. The two have just had their first child, a daughter. Unfortunately for the couple, Glavest's last adventure ran him afoul of the Prince of Demons (see adventure module *B2.5 Blizzard on the Borderlands* by Pacesetter Games & Simulations). Not one to ever pass on an opportunity for revenge, Demogorgon has notified the local sea hag of the birth. She is to steal the child and replace it with her own.

Demogorgon sent three merrow to help the sea hag perform the deed. The sea hag has successfully kidnapped the baby and returned to her lair. Unknown to her, the merrow have killed a local fisherman and his boat has come ashore much to near to the sea hag's lair. The adventure begins with the PCs learning of the kidnapping; none know it was a sea hag. The entire town is mobilized in the search and Glavest, possibly through some acquaintance, has pleaded with the PCs for help. With most of the town already searching, the PCs get word that a fisherman (the same the merrow killed) is missing but his boat was spotted some miles away, near a rough patch of sea cliffs. Assuming the PCs investigate this lead, they will easily find the boat and from that vantage point locate a sea cave as the tide is low.



PLACING THE ADVENTURE

This adventure is set in, and the land about, the town of Saltmire. This town is a very busy, but not large, sea-side town that is a busy merchant port and boasts an equally busy fishing fleet. So long as the adventure is set on some an ocean or sea, it can be placed easily in any campaign.

ADVENTURE HOOKS

Saltmire is in complete search mode for the missing child. The PCs are asked to help. If they defer, they will find no place to stay or even have a meal in the town.

DEN OF THE DEVIL

1. ENTRANCE

With the tide low, a narrow, sandy path leads to an opening in the cliff. Waves batter the path and the going is slow. The cave entrance is nearly completely concealed by an outcropping or rock and from above or out at sea, it would be impossible to locate. The cave entrance is wide, and its floor made up of pure white sand. Large shells, mostly broken, litter the sand.

As the PCs enter, two **merrow** that lurk under the water have watched the approach. They will wait for the PCs to enter and then attempt to surprise them from behind. The remains of the fisherman lie scattered in the alcove that is just west of the entrance. One of the merrow wears a golden pendant in the shape of a trident (350 gp value). The sound of a battle may alert the sea hag (location 4), GM discretion. She will use her soul bag to summon the vile soul within and force it to inhabit the corpse of a dead soldier that lies at location 2. The dead soldier arises immediately as a **wight** and seeks to attack the PCs.

2. CORPSE

The dismembered corpses of several humans, mostly fisherman or sailors, lie in this chamber. Only a single corpse remains intact. Rusted weapons and pieces of torn and tattered armor lie among the bones.

When the sea hag is aware of the PCs intrusion, she will open her soul bag and release a vile soul she has trapped within. She commands the soul to take possession of the corpse in this chamber. This may happen at any time; the effect is immediate. The corpse rises as a **wight** and it will attack the PCs, either by searching them out or if they happen to enter this area as it possesses the corpse. If the sea hag is confronted by the PCs prior to her releasing the soul, she will do this as her first action. In the mix of carnage, a **ring of water breathing** is buried just under the sand; any who wear the ring can breathe water. The ring is intricately designed in the shape of sea serpent and worth 2,000 gp.

3. DEFACED FIGUREHEAD

Propped in the sand, the massive prow of a ship faces you. A figurehead, of what may have been a beautiful woman with wings has been badly defaced. Scars crisscross the face so much so that it is barely recognizable as a human female. Equally, so the body has been badly damaged. The arms of the hold a sword and shield at her side. The entire figurehead appears to be made of an almost black mahogany wood.

This figurehead was dedicated to the lesser god, Furiosium. The symbol of the god (a trident and net) are emblazoned on the shield, but badly defaced. A successful DC 12 Religion check will identify it as Furiosium's symbol. If the PCs return the figurehead to the appropriate temple, they are rewarded (as the DM determines; possibly another adventure opportunity).

4. EMPTY CHAMBER

There is nothing of value in this chamber.

5. SEA HAG

The **sea hag** resides in this chamber. The entrance is so well hidden and disguised, it functions as a secret door and can be found with a successful DC 15 Perception or Investigation check.

Hanging from the ceiling, suspended by fronds of kelp, are the skulls of creatures, though most appear to be human. The floor is equally littered with small bones. It is impossible to see more than five feet due to the macabre curtain.

The sea hag hides in the rear of the chamber and will release a soul she has trapped within her soul bag (see location 1). If the soul is released when the PCs enter, they will feel a rush of cold air blow past and the kelp fronds will momentarily sway as if breeze moved by. The soul will return in the form of a **wight** two rounds later unless this has previously occurred. Due to the confined space and limited vision, it is impossible for a PC to avert his eyes when initially confronted by the sea hag (see fear ability). PCs that are affected by the fear will run and full speed for the entrance until they successfully make the appropriate saving throw. The sea hag's first attack is her *death glare*.

The hag does not maintain any treasure in this chamber. If the PCs bypass this chamber and move to location 5, she will exit and attack them from behind (again, having released the soul to form the wight; she will attempt to jointly attack the PCs with the wight).

6. BABY

A large stone chest lies against the back wall of this chamber. Clearly ornately carved at one time, the chest has been badly chipped and defaced. Stains of black spatter all sides. The chest is open and red cloth, tattered and torn, hang over the open chest. From within, you can hear a baby crying softly.

Within the chest is either the baby of Glavest and Laures or the daughter of the sea hag. Either is indistinguishable; to all eyes the baby is the daughter of wizard. The determination of which is left entirely up to the GM. Only by powerful divination can the true identity of the child be discerned. The determination of child's origin is what can drive further adventure. If the child is indeed the actual daughter of Glavest, then Demogorgon will surely be angered. His effort at revenge has been thwarted and he will add the PCs to his revenge list. If the baby is the daughter of the sea hag, the PCs may be called upon again at some future date in the event the truth is discovered. An adventure or mini-campaign to find a cure is certainly a possibility.

CONCLUSION

With the return of the child, the PCs are lauded as heroes (again, no one will consider the baby is the daughter of the sea hag as their reproduction habits are a mystery). Glavest rewards the PCs with several magical potions (GM determines). The town will hold a celebration. The story of the PCs' triumph travels quickly and further adventure will find them. If the plan was foiled, and the sea hag has not made the switch, Demogorgon will take a mild notice of the irritation and assign some minor priest with the task of destroying the PCs.

*Sea
Devil's
Respite*



Wonkee

TOMB OF SIR CADOGAN KERRINGTON

Designed by Ben Barsh

ADVENTURE BACKGROUND

Sir Cadogan Kerrington was had an adventurous soul since he was a child. Cadogan was not born into a wealthy family, so he had to earn each copper, silver, or gold piece he could scrounge up. His father, a human, was a drunk who passed away when Cadogan was six years old. His mother, however, was the hardest working elf he ever met. She owned a small bakery in their simple mining village. Business was steady from the miners and their families; however, these profits only went toward feeding Cadogan. When he was 16, he heard the miners speaking of an abandoned mine shaft a couple miles to the north. They spoke of hidden gems, gold, and knowledge left behind by the family who once owned this mine. Cadogan leap to his feet, rushed to see a friend in the town guard, and begged for supplies. His friend eventually gave in outfitting him with old hide armor that would not fit him even after a month of fasting, arming him with a simple greatsword, and encouraging him that he should not throw away his shot.

Cadogan set out for the mine one week later after gathering any and all rumors from the townsfolk. Fortunately, he was able to keep this a secret from his mother so she would not worry. Cadogan arrived at the mine an hour later. He drew his greatsword and began his approach. Inside the mine he fought back giant spiders, goblin rovers, and a necromancer beginning to animate those who died working in the mine. However, just before he cut down the necromancer, he put a curse of Cadogan and his family to live forever as servants of the dead. Cadogan figured this to be babbling of an old man and defeated him. Along with his heroic victory, he found over a hundred gold pieces left behind. This was enough money to change his mother's life.

They moved away from the small mining town to the local capital. His mother opened a new a larger bakery. She was finally settled into the comfortable life she had dreamed of. However, this was not enough for Cadogan. He kept going on adventures. He always kept the strange feeling that the curse bestowed by the necromancer was not a bluff.

He amassed a small fortune faster than anyone had seen any adventurer collect. His mother tried to convince him that the life they had was enough for her, but she could never get through to him. He purchased land, found a loving wife, and was even granted the title of knight by his fiefdom.

While on one of his expeditions, his mother and wife passed away with a plague thought to be incurable. Cadogan was broken. He created a tomb and placed their bodies inside himself. He donated half of his fortune to the less fortunate still living in his hometown, and the other half would be buried with the two women most important to him.

Cadogan soon grew tired of adventuring as he no longer had anyone to shower in wealth. He made note of his retirement and lived in his rundown childhood home until he passed of old age. The townsfolk brought his body to the tomb where he could finally be at rest with his dear mother and wife.

Level: 3rd
Combat: Moderate
Exploration: Moderate
Roleplay: Light

ADVENTURE OVERVIEW

Cadogan's final wish was for his tomb to be a challenge for any adventurer seeking out his famed greatsword. After his death, his friends and colleagues enchanted and trapped the tomb to fend off typical grave robbers. Cadogan also requested they spread the word that only the mightiest of adventurers would be able to recover Cadogan's prized treasures. A task Cadogan himself encouraged. This adventure is optimized for 3rd level adventurers.



PLACING THE ADVENTURE

The location of Cadogan's tomb is open to convenience of your world. The tomb should be secluded from society and in good condition. It would make sense that it be near Traveler's Respite if you choose to use this town as your starting village.

ADVENTURE HOOKS

Wealth and Glory. Cadogan's prized weapon, *greatsword of the fallen champion*, lies in the tomb with the rest of his small fortune. Upon his death, he challenged any adventurer worthy of claiming his treasures to complete the trials laid before them. Are you a worthy champion of this fallen knight?

This hook is the most probable used in this scenario. Cadogan challenged and adventurer to bypass his complex tomb to acquire his fortune. This should pull on the pocket string of most adventurers.

No Rest for the Wicked. Rumors of Cadogan being cursed have begun to spread. Knowing the nobility of Sir Cadogan Kerrington, it is only just that he may rest eternally. Take up arms and defeat the undead blight controlling this once great knight!

This hook will work well with a good aligned party. This one will pull at the heart strings (as well as the pockets).

THE TOMB

1. ENTRANCE HALL

You exit the forest and enter an enclosed entrance hall. While the burial tomb is old, it has aged with grace. The stone columns supporting the finely crafted limestone structure remain stalwart through the years of wear. A seemingly stable staircase descends into the heart of the tomb.

The PCs will not find much of value in the entrance hall. The stairs that lead down to the offering chamber have indeed kept up over time. They should have no trouble with this part of the dungeon.

2. OFFERING CHAMBER

The end of the staircase brings you to a small room of offering. A table sits in the middle of the room with a total of six wooden chairs. On the table you see a couple silver coins, pewter goblets, and a gallon of seemingly old wine. At the western end of the table, you see a brazier housing a bright, burning flame. It creates an uneasy warmth in an otherwise desolate chamber. Behind the burning brazier is a statue of Sir Cadogan Kerrington himself.

This offering chamber was constructed by order of Sir Cadogan himself. He wanted a way for his fans to give back to him even upon his untimely demise. The table is meant for travelers to have a comfortable place to have a meal after a long journey. There is a total of 4 silver pieces on the table, pewter goblets worth no more than a couple copper each, and the wine is far past enjoyable consumption.

The offering brazier is magically enchanted to always be lit. A DC 12 History or Religion check will allow the PCs to recall that it is believed by many to be a sacrificial brazier. Whatever is cast into the flame, will be received by the host (in this case Sir Cadogan) in the afterlife. Any object cast into the flame will be instantaneously consumed by the flame.

The statue of Sir Cadogan Kerrington is admittedly astonishing. His ornate greatsword rests on his shoulders as he extends his arm to the sky signifying his reach for greatness. His shield is buried into the ground behind him as well. The statue's objects are all replicas, and nothing on the statue has inherent value.

3. KNIGHTS OF OLD

A ten-foot-wide hallway is broken apart by eight separate alcoves. Each alcove hosts a statue of a knight gripping a sword, battleaxe, or maul. You seem the dim glow of campfire in a room at the opposite end of the hallway.

These statues are of knights that adventured with Sir Cadogan in his "prime". However, not much can be discerned about them. They had name plates; however, an enemy of Cadogan came long ago and smashed them to pieces.

Four of the statues have been rigged as traps. A request made by Cadogan to ensure only the strong could visit his tomb. The second and fourth statues of each row are trapped. There is a small pressure plate directly in front of each, and if any more than 20 pounds of pressure is on the plate, the trap will trigger. The giant stone weapon (greatsword, battleaxe, or maul) will swing down, and the PC must succeed on a DC 12 Dexterity saving throw or take 2d8 slashing or bludgeoning damage (GM's choice). These traps can be spotted with a DC 15 Investigation or Perception check, and then disabled with a successful DC 15 Dexterity check using thieves' tools.

4. THE UNSEEN THREAT

You come across an encampment set up in what was a shrine to Sir Cadogan. Three tents surround a glowing campfire. There is no flame present; however, the coals still glow. Above the tents hanging on the walls are paintings of Cadogan in battle. One shows him defeating a large, menacing red dragon. Another demonstrates him battling an army of sea-creatures on a ship. Lastly, Cadogan is fighting off an army of undead with his greatsword alone.

This camp was set up by multiple **grave robbers** (use **goblin** statistics). These grave robbers are attempting to recover Cadogan's magical greatsword from the tomb. They will most likely have heard the PCs enter the tomb, then begin to set up an ambush. They will be hiding in and behind the tents when the PCs enter this area. Only a DC 18 Perception check walking into area 4 will be good enough to see the tip of a shoe showing from behind the southern tent. If the PCs enter the room, they will be ambushed. The grave robbers will have a full round to shoot arrows or rush to melee combat. Another option is to have the robbers rush the PCs if they set off one of the traps.

The robbers have acquired a small amount of treasure in their careers thus far. If the camp is searched, the PCs will find a total of 6 gold pieces, 15 silver pieces, a silver ring worth 5 gold pieces, and a **potion of poison**. Remember, this potion resembles a potion of healing. The user will not know the difference unless inspected by an educated eye or consumed.

The paintings are also worth some gold to the right buyer; however, it may take awhile to find a buyer interested in Sir Cadogan. Each painting is worth 10 gold pieces each if preserved. If the PCs can find a way to carefully bring the frames back to town, they paintings are worth an additional 5 gold each.

5. THE RIGHTEOUS RIDDLE

You enter a small, nearly empty chamber. The only object that occupies this room is an ornate carpet that covers most of the floor. A door leading north also stands before you.

This room was created by Cadogan to test his follower's intellect. As soon as a PC moves to open the door, writing will appear on the door. The words seem as if they were etched in with flame that is still glowing. When the PCs attempt to open the door, read:

You must keep it after giving it.

Cadogan was not the brightest knight in the realm, so the riddle is slightly lack luster. However, it may pose a challenge to some adventurers. The answer is "Your word". If spoke aloud, the door will open into area 6. However, if a wrong answer is spoken aloud, the carpet under the PCs feet will ignite in a burst of flame dealing 1d6 fire damage. This carpet is magically bound to the room. The carpet is unmoving from the ground, and only a casting *dispel magic* or similar spell can stop the effect. If such spell is cast, the carpet may be removed. The magic will be lost forever. It will fetch a price of 5 gold pieces if sold to a merchant.

6. SIR CADOGAN IN THE FLESH

The door swings open to reveal the tomb of Sir Cadogan Kerrington. Straight ahead of you is an ornate altar housing a casket made of silver inlaid with fine gems. To the east and west, you see two more caskets leaning against the wall. Finally, you see a casket lying on the ground to your left. The air is deathly still, and it seems as if no living soul has traveled here in many, many years.

The tomb houses Cadogan, his lover's, and his brother's bodies. However, they will all animate if Cadogan's casket is tampered with (the northern casket on the altar). Cadogan will arise as a **sword wight** (see Appendix A) and his lover and brother will arise simply as **skeletons**. They will fight the PCs to the death; however, they will not follow the PCs if they flee. This is Cadogan's final challenge to anyone wishing to inherit his treasure.

Cadogan does not house his treasures within the coffin. The casket standing up on the eastern wall has a false back that leads into area A. This can be found with a DC 15 Investigation check. Once found, the PCs may travel through with ease.

A. TREASURE HOARD

The treasure of Sir Cadogan Kerrington's efforts is housed here. In the treasure hoard, there is:

- 189 gold pieces
- 345 silver pieces
- 410 copper pieces
- Four blue gems worth 5 gold pieces each
- A silver necklace with an amulet pendant worth 40 gold pieces
- 3 silver ewers worth 3 gold pieces each
- **Potion of healing**
- **Greatsword of the Fallen Champion** (see Appendix B)

CONCLUSION

Upon acquiring the *greatsword of the fallen*, the PCs epic story will surely spread through the local realm. This will bring a fair amount of praise; however, it may also bring a fair amount of attention from the wrong crowd. If you wish to make the PCs lives that much more exciting, throw in some mercenaries or thieves stalking their every movement. Where you go from here is up to you or your adventurers. Maybe they wish to seek council with political officials using the greatsword as proof of their strength. Perhaps Cadogan left a journal in his treasure hoard detailing a list of dungeons he did not yet explore before his death. Whatever happens next, know your next best adventure is right around the corner.

BARROW OF THE HILL GIANT JARLS

Designed by Bill Barsh



ADVENTURE BACKGROUND

The giants are planning something. Raids by hill giants and their minions have increased. To make matters worse, fire, frost, and cloud giants are also emerging from their far-off lairs to raid and plunder. It cannot be a coincidence. Your group has been hired to search out a hill giant steading, a sort of town all under one roof, and discern the intent of the giants.

Level: 5th
Combat: Moderate
Exploration: Light
Roleplay: Light

ADVENTURE OVERVIEW

The PCs are having trouble locating the hill giants, but they have discovered a shrine. It would make a good base of operations and provide a safe camp. Found overlooking the low-land hills on the edge of desolate

mountain range (any mountain range will work), this barrow is the repository of dead hill giant chiefs. When a hill giant chieftain dies, he is incinerated, and his ashes collected and placed in a decorative urn and then taken to this barrow. Only the chieftain's favorite weapon accompanies the urn – his other mortal possessions are past down to his successor (typically a son or relative).

The barrow was originally the resting place of dwarven prince that died in the giant wars of old, but the first hill giant chieftain found and desecrated the shrine. Furthermore, he declared the vault would be used as his own final resting place. Hill giants thereafter have followed tradition (they have very few) and use the complex to as a giant mausoleum. Not all hill giant clans adhere to the tradition; many have completely forgotten about the barrow.

This complex has been carved into the side of a hill. It is made of carved stone with bare earth floors. It is only visited on the death of hill giant chieftain. This adventure is optimized for 5th level characters.

PLACING THE ADVENTURE

The adventure can take place in any hilly terrain or at the base of a mountain chain. The concept for this adventure is to set the campaign for a story that involves the machinations of several giant types.

ADVENTURE HOOKS

The PCs are most likely to be hired to locate a hill giant standing in hopes of discerning their plans. Alternatively, they might be on a treasure hunt brought about by a wealthy sponsor.

THE BARROW

1. STONE DOORS

A series of broken hills descend from the oppressive and jagged mountains beyond. One hill, nearest the mountains and flanked by tall pines, appears almost sheared in half. A vertical cliff face has clearly been carved from the hill. At its center, accessible by crude stairs, is a set of massive stone doors. The doors are ten feet wide and 20 feet tall.

The entrance to the barrow is very large and easily identifiable as two massive statues of hill giants flank the stone slab doors. The doors move easily despite their size. There is no artificial light within the complex; the PCs must provide their own illumination.

2. STONE GUARDIANS

Next to each door is an equally tall statue of a hill giant – misshapen and crude in design, but evident enough to resemble a hill giant. On close inspection, both statues are identical; so much so that it is impossible to differentiate between the two. Such carving must have been completed by a true master sculptor. Each wears no actual clothing, but leather sack hangs from their waists.

Standing guard within the entrance corridor are two stone statues that are identical to those at location 1. Both are **lesser stone golems** (see Appendix A) and will attack any non-hill giants that enter the complex or if they are disturbed in anyway. They wield petrified clubs and have five small boulders for throwing if necessary. The stone guardians will attempt to force the PCs out of the complex and close the stone doors. They will hurl boulders from the entrance to force PCs to leave the general area, but they will not move beyond the entrance area.

3. CANISTERS OF THE DEAD

Large clay canisters, some nearing 10 feet tall, are scattered about this chamber. All are unique in color, style, size, and decoration. The urns are sealed, their lids waxed in place. Depictions are crude but appear to be giants in various poses and acts of violence.

This chamber is unadorned but for 17 large, clay urns. The urns are sealed and contain the ashes of various hill giant chieftains. The exterior of each urn is painted – mostly faded – with a depiction of the chief defeating some monster or similar conquest (destroying a human or demi-human village, raiding a caravan, etc.). The urns do vary in size and shape. One of the urns contains a **ring of fire resistance** (missed during the incineration ceremony).

4. CANISTERS OF THE DEAD II

Large clay canisters, some nearing 10 feet tall, are scattered about this chamber. All are unique in color, style, size, and decoration. The urns are sealed, their lids waxed in place. Depictions are crude but appear to be giants in various poses and acts of violence.

This chamber is identical to location 3. However, there are only 15 urns in this chamber. One of the urns contains six large rubies (3-500 gp, 2-1,000 gp, and one at 1,500 gp). Also, the same urn holds the spirit of one of the few hill giant shaman chiefs – it is rare for a hill giant chieftain to also be a shaman. The spirit, a **specter**, will manifest if the urn is disturbed and will attack the PCs.

5. CHASM

Spanning this chamber, a deep chasm blocks your path. Cold air surges from its depths. Across the chasm, a single statue, identical to the pair that stood at the entrance, remains motionless.

This massive chasm descends approximately 700 feet. The gap from one ledge to another is 15 feet. At the bottom is a large debris field of broken stone, sand, and loose earth. A narrow tunnel leads from the area to a cavern that is used by deep gnomes as a fungi farm. This area is not detailed in this adventure but can be used to expand this adventure or lead to some other within the Deep. Obviously, any PC that falls into the chasm will die upon striking the bottom. Scattered amongst the stones and boulders below, are the remains of various trespassers who were killed by the galeb duhr at location 6.

Standing guard on the opposite end from the entrance is another **lesser stone golem** (see Appendix A). However, this guardian is invisible (permanent). It will attempt to hurl a rock at any PC leaping across the chasm in hopes of sending the PC to a plummeting death. If the rock strikes a jumping PC, the PC suffers the appropriate damage and must make a Dexterity saving throw or fall into the chasm. If you wish to make this even more challenging, the PCs make the Dexterity saving throw at disadvantage.

6. COLLAPSE

Most of this chamber lies in ruin. The ceiling has clearly failed. Broken stone that formed the walls of the room is scattered amongst piles of dirt and rocks of varying size.

A **galeb duhr** has taken up residence in this collapsed chamber. The room is full of broken stone and boulders are of various size that were once part of a shrine – the personal rocks hurled by the entombed hill giant chieftains. The galeb duhr was summoned by powerful drow wizard who allied himself with one of the more powerful hill giant clans. It guards the inner chambers of the shrine but prefers to surprise trespasser by waiting in this chamber, hidden within the rubble. It will animate two boulders when the PCs enter this chamber. Under a pile of smaller pieces of broken stone, the galeb duhr has assembled the finer pieces treasure it has retained from its victims: a sack with 432 gp, six small rubies worth 100 gp each, a platinum necklace bejeweled with emerald chips worth 2,000 gp, and a **scarab of protection**.

7. WEAPONS

Every wall of this chamber is covered with massive weapons. Some hang from pegs, others are mounted on pegs, and others hang by wires. Each weapon is huge, clearly used by a giant, and all appear worn, tarnished, and somewhat damaged.

Hanging on all four walls are various weapons that include clubs (more of these than anything else), stone axes, and spears. All the weapons appear crude in manufacture and massively oversized – they are fit for hill giants. None of the weapons are magical or particularly valuable. However, one of the spears has a silver tip (tarnished) that is worth 100 gp.

8. WEAPONS

Every wall of this chamber is covered with massive weapons. Some hang from pegs, others are mounted on pegs, and others hang by wires. Each weapon is huge, clearly used by a giant, and all appear worn, tarnished, and somewhat damaged. Only a single spear, set in the middle of the south wall, stands apart. The spear is clearly made for a human-sized hand.

Hanging on all four walls are various weapons that include clubs (more of these than anything else), stone axes, and spears. All, but one, of the weapons appear crude in manufacture and massively oversized – they are fit for hill giants. None of the weapons are magical or particularly valuable. The one weapon that is sized for a human, a spear, hangs in the center of the south wall. The weapon radiates as magical and is a *spear of backbiting* (see Appendix B). Runes, in elvish, describe the spear as a spear of slaying undead – this is false. When held, the spear's head glows red illuminating a 30' radius.

9. THE FIRST CHIEF

Lining all the walls, a series of tapestries illustrate the achievements of a singular, yet monstrously large hill giant. A throne, made completely of animal antlers, is occupied by a massive, fur-clad skeleton – clearly a long dead hill giant. On its lap, a huge club, bound with three rings of brass, appears almost precariously balanced. Next to the throne, two large braziers burn with a bright, green light.

Red tapestries line all walls of this chamber. Each tapestry depicts a particularly hideous and huge hill giant performing various acts of violence against monsters, human knights, dwarves, and even elves. One depiction shows the hill giant chief smashing an elf knight and taking his glowing red spear (an exact replica of the spear at location 8).

A massive throne, made of the antlers of elf and moose, holds skeletal remains of a hill giant. The skeleton is clad in rotting furs and holds a wooden club that is bound by three brass rings. Two braziers burn with bright green light next to the throne. If any non-hill giant enters the chamber, the skeleton rises from the throne and points his club at the intruders. Wisps of green light quickly drift to the outstretched club and spin furiously, tiny bolts of lightning crackle from the brass bands into the surrounding green mist. If the PCs do not exit within one round, a green

lightning bolt shoots from the club, striking any in its path for 4d6 lightning damage. With a successful DC 15 Dexterity saving throw, the PC takes half damage. Any attacks on the skeleton do no apparent damage; only by damaging the braziers will the lightning attacks cease. Each brazier has AC 10 and can sustain 35 damage. For each brazier destroyed, the lightning bolt is reduced by 2d6 damage; therefore, if both are destroyed the function immediately ceases and skeletal hill giant resumes its seat. On the giant's belt, a gold dangles in plain sight. The key is worth 100 gp and opens the chest at location 9b (it also disables the trap).

9A. CAVE BEAR

The first chief's **cave bear** has been mummified and placed in this alcove. If the skeletal chief fires a lightning bolt (see above) the bear animates and rushes from the alcove to attack the nearest PC. The cave bear is treated as a zombie, but it cannot be turned by a cleric.

9B. TREASURE OF THE FIRST CHIEF

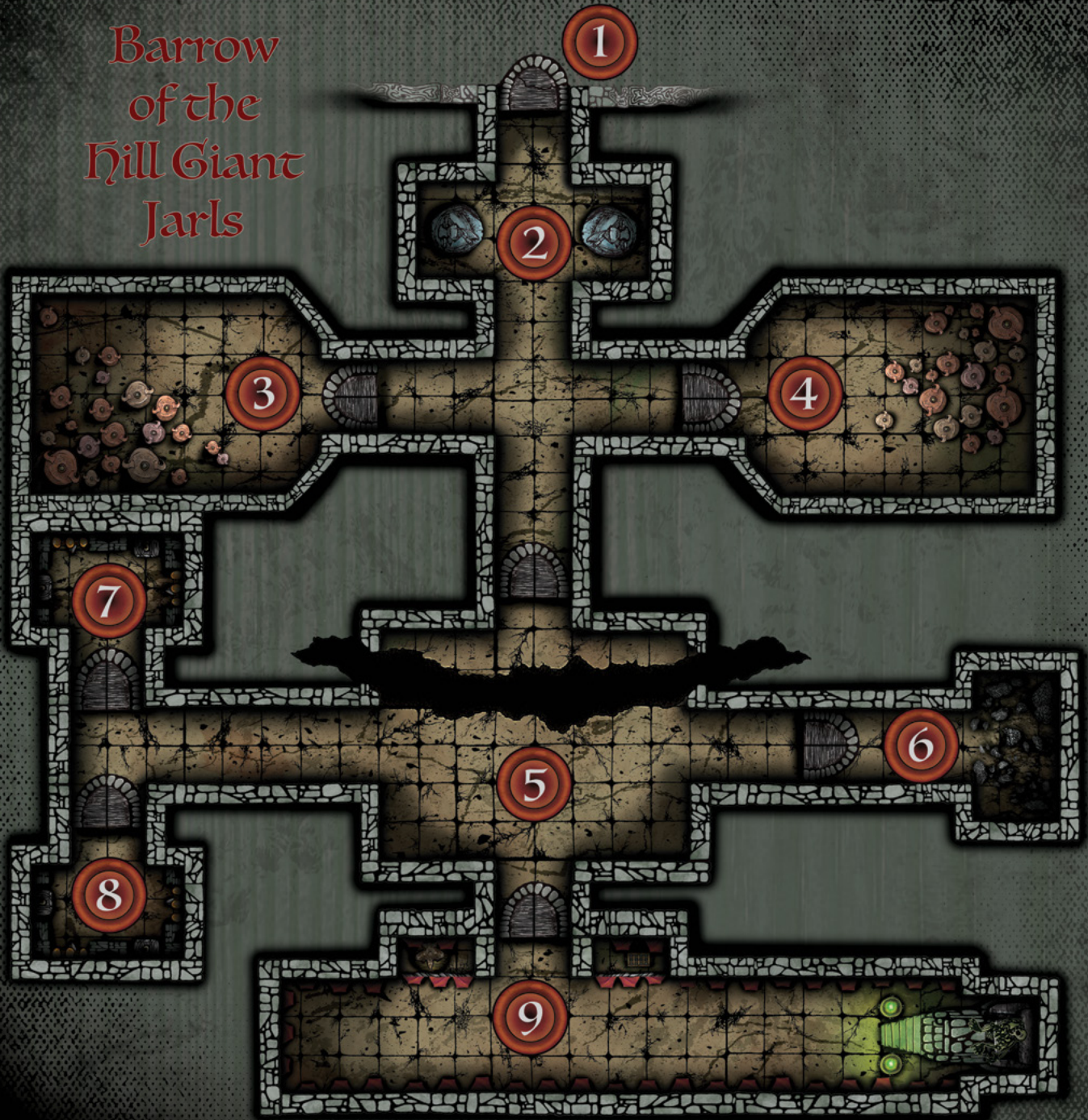
A single, extremely large, wooden chest is all that occupies this alcove. It stands nearly five feet tall and three wide and long. It is locked and trapped. The key to the chest is on the skeletal giant at location 9. The trap is magical and triggers if the chest is opened without using the key. A green gas fills the small alcove and all within must succeed on a DC 15 Constitution saving throw or fly into a berserk rage and attack any living creature for the next 10 rounds.

Within the chest is the following treasure: 2,000 gp, 5,000 sp, a pair of diamond earrings (400 gp each), a silver bracelet in the form of a snake worth 200 gp, a dagger with a golden pommel worth 500 gp, and a small silver statuette of a cave bear (this is a *figurine of wondrous power – cave bear*). This magic item acts as a *figurine of wondrous power – onyx dog*; however, a cave bear is replaced with mastiff.

CONCLUSION

The barrow can be used by the PCs as an operating base as they foray into a nearby dungeon – a hill giant steading, for example. The complex is only visited on the occasion of a hill giant chief's demise, and therefore years can pass between use by hill giants. When the intrusion is finally detected, the hill giants will be angered to such a state that they call a council between clans – something that is very rare. This could lead to open war against neighboring settlements, alliances with other nefarious creatures, etc. It would be difficult, at best, for the hill giants to determine the identities of the PCs, but not impossible. They would certainly need help but are not against hiring out for aid. In the end, this adventure can lead to more interactions with giants and their minions.

Barrow
of the
Hill Giant
Jarls



MYSTERY AT MISTWOOD

Designed by Ben Barsh

ADVENTURE BACKGROUND

The town of Mistwood has historically been a quiet, provincial town. It was originally founded as a free town apart from normal governing bodies. The town has been able to keep this status as being a refuge for those who wish to live a humbler life. However, this does not come without consequence. They receive no aide from a capital city, have few trade partners, and defend themselves if there is threat of invades. The last issue has never been problematic... until now.

The citizens of Mistwood have reported a violent howling in the night. This has been mistaken for common wolves and the night breeze; however, this shriek seems to be nothing of this earth. Inhabitants of Mistwood who have been active at night have sworn to see a ghost haunting the village. Over the last week, three townsfolk have mysteriously disappeared in the night. The elders have sent out a request for brave heroes to assist them in solving the Mystery at Mistwood!

Level: 5th
Combat: High
Exploration: Light
Roleplay: High

ADVENTURE OVERVIEW

The PCs will travel to Mistwood where they will meet an elder named Larrion (lare-e-on). Larrion will explain there is a midnight menace disturbing the peace of Mistwood. He believes it to be tormented souls of the native people to Farrador haunting them. However, he explains he is no expert on souls stuck between planes of existence.

The PCs will be able to investigate the town by speaking to the locals, speaking to the families whose members have gone missing, and in the end, fighting off the undead monstrosities. There are eight specters and one wraith controlling them. The wraith simply has a deep disdain for living life, and it wishes to see the living eradicated from the world.

Over the next couple of nights, the town will be assaulted by specters. On the final night, the wraith and one specter will attack the town. The only way to eliminate this evil is to expel it back to permanent death.

This adventure's events occur differently to many of the adventures in this book. This is a "time-based" adventure where events will unfold based on the in-game time system. It is a systematic progression to completion as opposed to exploring a dungeon, cave, or ancient ruin. However, exploring the town will trigger extra, unique events that will assist the PCs in the oncoming assault of the undead.

PLACING THE ADVENTURE

The adventure will preferably be placed in a town that does not often mingle with the realm in which it is placed. Considering there are only few town guards, it would make more sense for the PCs to lend aide to the town instead of the government issued militia.

ADVENTURE HOOKS

For the People. The residents of Mistwood need your help. If not for you, the entire town could go to ruin.

For the Light. The evil tormenting the town of Mistwood seems to be of undead origin. Expel this spectral foe back from whence it came.

For the Profit. The elders of Mistwood are offering 300 gold pieces to the adventurers who best the midnight menace.

MISTWOOD

Mistwood is a small, self-governed village far outside the reach of any major city. With few trade partners, Mistwood survives off local farming and cattle. With just 124 members residing within its boundaries, Mistwood is truly a recluse for those wishing to live out a simple life living on the land.

1. HERO'S ARRIVAL

When the PCs arrive to Mistwood after hearing of the turmoil, they will immediately be greeted by Larrion, a village elder. He will bring the PCs to area 4 the town hall. Once there, he will explain the following to them:

Recently, Mistwood has fallen under a "curse". Some members, including Larrion, of the settlement believe the town is being haunted by tormented souls of fallen First Borns. The First Borns are the self-proclaimed natives to the land of Farrador. At best, this is an unproven theory to explain the haunting.

The first couple of days this was reported to the elders, nothing more happened other than guttural howls and screeches in the night. However, over a week's time, the land and vegetation started to deteriorate and die. Also, the overall feeling of most townsfolk became somber. The last straw per se was the death of the village's general goods store owner, Hadvar. His body was found near the fountain, area 2, as cold as the grasp of death itself. This is very strange for a person who has been deceased for only one night. Hadvar's body is in the catacombs of the Temple of the Gods, area 3.

The PCs will be allowed to investigate the town to hopefully lead to the conclusion of the midnight menace. While there are homes surrounding the town itself, all townsfolk have been sleeping in the temple and town hall since Hadvar's death.

2. FOUNTAIN

3. TEMPLE OF THE GODS

This temple gives praise to the main Greek gods. Generally, townsfolk visit this shrine on a normal basis to give thanks to them; however, due to recent events, it has been transformed into sleeping quarters. They think they are safer staying together rather than retiring to their individual homes at night.

4. TOWN HALL

The town hall serves as the operating quarters of the elders and their apprentices. While the elders are quite literally elders, they are also known as the wise people of society presiding over the few laws they have. This building has also been turned into a safe haven for the villagers.

5. MISTWOOD INN AND TAVERN

The Mistwood Inn and Tavern's business has drastically dropped in the last week. With people frightened to go for a drink at night, their business solely revolves around the folk coming in for breakfast or lunch.

If the PCs visit the inn, the owner Hilda (female middle-aged woman) will be overly hospitable to adventurers. While she is a caring, friendly woman, she will pressure the PCs into spending some coin. She offers the PCs rooms in the inn if they wish to sleep away from the town hall or temple. The rooms she will offer to them for free because they are assisting the town.

THE ASSAULTS

Night 1. The first night will be uneventful. The wraith that is controlling all the specters is an intelligent being. It spends the first night scouting and preparing for the oncoming onslaught. It also intends to sow seeds of distrust in the PCs minds with the townsfolk.

Night 2. During the second night the PCs are in the town, three **specters** will attack. They will first strike a building the PCs are not in to lure them out. For example, if the PCs are staying in the tavern, the specters will attack a village person sleeping in the town hall. The specters will use this to lure the PCs out where they will attempt to drain their lives.

Night 3. The third night is when the attacks will be directed right at the PCs. Five **specters** will seek out the PCs and attack. They will gang up on the weakest member of the party to make the last attack easier. If the PCs handle this attack well, the last living specter will attempt to flee into the forest and join the attack during night 4.

Night 4. This is the last night of attacks on the town. On the final night, the **wraith** will travel into town with one **specter** with the PCs and attack. They will attempt to kill one PC quickly in order to use the *create specter* ability.

Once the wraith has been defeated, it will fall to a pile of plasm-like dust on the ground. Lying atop the pile is a **ring of protection** the wraith was wearing. The wraith bears no other treasures; however, the elders will award the PCs 300 gold pieces for their victory.

The townsfolk will be ecstatic the midnight menace has been defeated. They will hold a three-day long festival with games, food, and song in honor of the adventurers. This will be henceforth called

There is a chance the PCs will venture into the forest in attempt to challenge the undead. Depending on what night they set out, they may be vastly outnumbered. The wraith does not have a specific “headquarters” where it and the specters will be stationed at. Adding a ruin or desecrated tomb would fit well. Specifically, the *Tomb of Sir Cadogan Kerrington* earlier in this book would work well if you are looking for a pre-mapped area.

CONCLUSION

Once the wraith and its specters have been defeated, the town will noticeably regain life. The vegetation surrounding the city, townsfolk, and skies will all seem a little brighter. The elders will pay the PCs 300 gold pieces for this victory.

Where you go from here is very open. Perhaps there is a necromancer that is raising these spirits from the grave. Whatever happens next, know your next best adventure is right around the corner.



Mystery At Mistwood

1



3



2



5



4



APPENDIX A: MONSTERS

LESSER STONE GOLEM

Large construct, unaligned

Armor Class 17 (Natural armor)
Hit Points 50 (8d10 +16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	9 (-1)	15 (+2)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charm, exhaustion, fear, paralyzation, petrification

Senses darkvision 120 ft., passive Perception 10

Languages Understands Common but cannot speak

Challenge 3 (500 XP)

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 11 (2d8 +4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target, *Hit:* 13 (2d10 +4) bludgeoning damage.

KILLER FROG

Small beast, unaligned

Armor Class: 12 (Natural armor)
Hit Points: 11 (2d6 +4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	3 (+1)	14 (+2)	2 (-4)	9 (-1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages None

Challenge ¼ (50 xp)

Amphibious. The frog can breathe air and water

Keen Smell. The killer frog has advantage on Wisdom (Perception) checks that rely on smell.

Standing Leap. The killer frog's long jump is up to 15 feet and its high jump 10 feet, with or without a running start.

Actions

Multiattack. The Killer frog makes two attacks: one with its bite and one with its claws.

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

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

MANA WYRM

Small elemental, unaligned

Armor Class: 12
Hit Points: 13 (2d10 +2)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHR
10 (+0)	14 (+2)	12 (+1)	2 (-4)	9 (-1)	6 (-2)

Senses passive Perception 9

Languages understands the language of its creator

Challenge ¼ (50 xp)

Jolt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 3 (1d4 +2) piercing damage.

Arcane Outburst (Recharge 6). The mana wurm lets out a blast of arcane energy. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) psychic damage on a failed save, or half as much on a successful one.

MUMMY OF THE DEEP

Medium undead (aquatic), neutral evil

Armor Class: 14 (Natural armor)

Hit Points: 52 (8d8 +16)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHR
17 (+3)	10 (+0)	14 (+2)	6 (-2)	14 (+2)	15 (+2)

Saving Throws Con +5, Wis +5

Skills Athletics +6, Perception +3, Stealth +3

Damage immunities necrotic, poison

Condition immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Amphibious. Mummies of the deep can breathe air and water

Innate Spellcasting (1/day). The mummy can innately cast control water, requiring no material components. Its innate spellcasting ability is Wisdom

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its necrotizing strike.

Necrotizing Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with necrotic fever. The target cursed can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, that target dies, and its body turns to pluff mud. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare for all mummies (but no mummy lords) for the next 24 hours.

Drowning Breath. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: The creature is grappled (escape DC 13). If the creature has not broken the mummy's grapple by the start of the mummy's next turn, the mummy uses its next action to press its lips against the creature's and regurgitates seawater into the creature's lungs. The creature immediately begins suffocating (see the fifth edition SRD for more information on suffocation). While suffocating, the creature can only use its actions to try and cough the seawater up, requiring a successful DC 12 Constitution saving throw to do so.

SWORD WIGHT

Medium undead, lawful evil

Armor Class: 16 (chainmail)

Hit Points: 66 (12d8 +12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	12 (+1)	13 (+1)	11 (+0)	13 (+1)	15 (+2)

Skills Perception +4, Stealth +4

Damage resistances necrotic; bludgeoning, piercing and slashing from nonmagical weapons that are not silvered

Damage immunities poison

Condition immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Improved Critical. Greatsword attacks score a critical hit on a roll of 19 or 20.

Magical Weapons. Attacks by the sword wight using its weapons are considered to be magical.

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

Weapon Master. When using its greatsword attack, a sword wight may reroll any 1 on damage dice, keeping the second result.

Multiattack. The sword wight makes two greatsword attacks or two longbow attacks. It can use its life drain in place of one greatsword attack.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 8 (2d6 + 1) slashing.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d6 + 1) necrotic damage. The target must succeed on a DC 15 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.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Parry. The sword wight adds 2 to its AC against one melee attack that would hit it. To do so, the sword wight must see the attacker and be wielding a melee weapon.

APPENDIX B: MAGIC ITEMS

DIVINER

Weapon (longbow), rare (requires attunement)

Diviner was once the longbow of choice of a great angel who watched over the prime material plane. However, the angel was challenged to a one on one combat by a great demon lord. The demon lord won the duel, and Diviner was cast somewhere in the prime material plane. Its location was unknown, until now.

The wielder gains a +1 bonus to attack and damage rolls made with this weapon.

When firing an arrow from this weapon, the wielder can declare an *oracle shot*, allowing them to project their sight through the arrow they fire for up to 10 minutes. They cannot use this ability again until they finish a short rest.

This weapon does an extra 1d4 radiant damage on a hit.

GREATSWORD OF THE FALLEN CHAMPION

Weapon (greatsword), rare (requires attunement)

This greatsword was crafted by Sir Cadogan Kerrington himself when he required some extra vigor in battle. The sword was taken to what was called the Godforge, a legendary forged located at the peak of the tallest mountain in Mog Boldar. The forge is so close to the clouds that it is said that the gods themselves will reach down and bless weapons cast into these fires.

You gain +1 to attack and damage rolls made with this greatsword.

When you attack a creature with this magical greatsword and roll a 20 on the attack roll, the target takes an extra 1d10 radiant damage. You also gain the number rolled as temporary hit points.

RING OF HEALING

Ring, Rare

The ring of healing was crafted by a priest of the war god Ares. It was delicately crafted to be given to warriors who often needed an extra bit of rejuvenation during a battle. These rings were often buried with the warrior whom it was gifted to.

While wearing this ring, you can cast *cure wounds* as a second level spell once per day. This spell may only be used on the wearer.

SPEAR OF BACKBITING

Weapon (spear), rare (requires attunement)

You gain +2 to attack and damage rolls made with this spear. After you throw it, it returns back to your hand immediately, regardless if you hit or miss the target.

Curse. This weapon is cursed. When you attune with this spear, the curse binds with you. Whenever you miss the target with a ranged weapon attack, the spear flies around to hit you in the back. This will require a new attack roll at advantage. If it hits, roll the damage as if you hit another creature.

This curse can only be broken with a *remove curse* spell or similar magic.

STAFF OF THE DRAGONLORD

Staff, rare, (requires attunement by a spellcaster)

The staff of the dragon was long ago created by dragonlords. It is made of pure dragon bones, and it is adorned with a sculpting of a fierce dragon head at the top. Dragonlords were considered masters of dragons. They would often befriend them; however, there were situations where they found against them in times of dire need. Each dragonlord had a staff he or she would be given once his or her training was complete. Every staff was specific to his or her personality. This staff was made for a dragonlord that began to study the rare and untamed dungeon dragons.

While a creature is attuned to this staff, they gain advantage on any saving throw made against a dragon.

You can now speak, read and write Draconic, given you could not before.

This staff has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spellcasting ability: *fly* (1 charge), *burning hands* (2 charges), and *stoneskin* (3 charges).

The staff regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into dust.

Roar of the Dragonlord. You can use your action to expend a great blast of destructive energy. The energy explodes from the dragonhead on the top of the staff. Each creature in a 40-foot cone must make a Constitution saving throw (against your spellcaster DC). A creature takes 4d8 of the given damage type on a failed save, or half as much damage on a successful one. Once used, it cannot be used again until the next dawn.

Each damage type is specific to each wielder of the staff. The damage matches the personality of its user. For example, fire is often synonymous with passion, cold is sternness, lightning is pure, upbeat energy, etc.

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