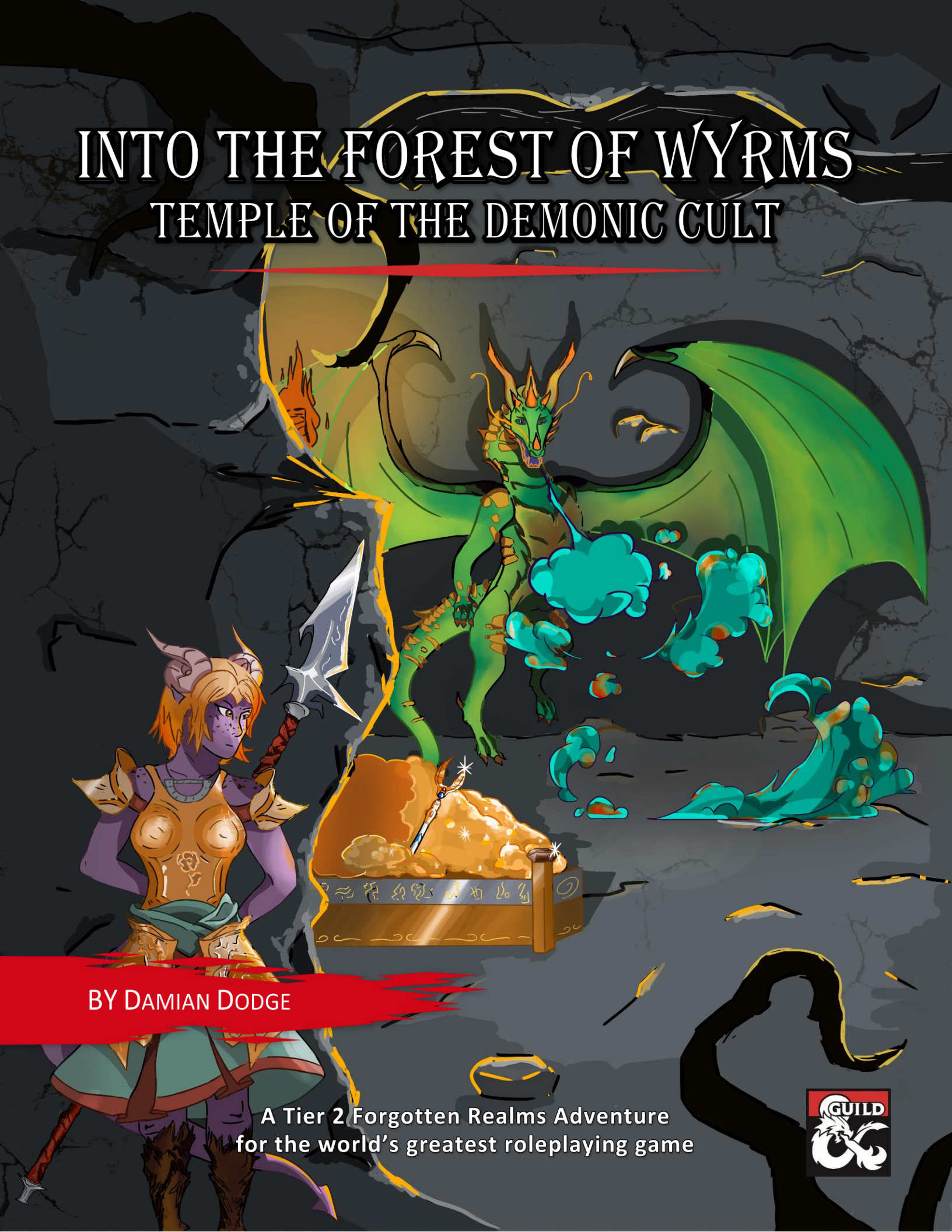


INTO THE FOREST OF WYRMS

TEMPLE OF THE DEMONIC CULT



BY DAMIAN DODGE

A Tier 2 Forgotten Realms Adventure
for the world's greatest roleplaying game



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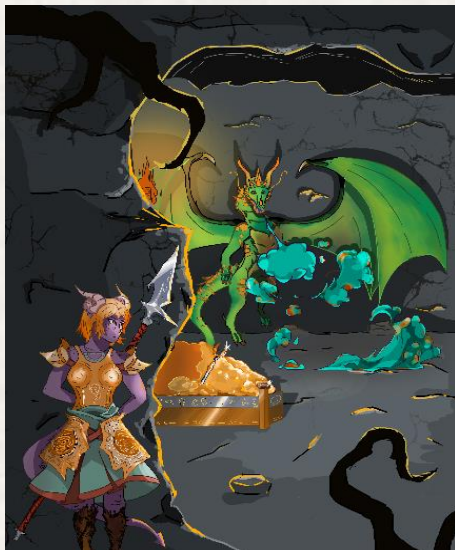
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Using Monsters found in:

Monster Manual Expanded by Dragonix [@DM_Dragonix](#)

Monster Manual Expanded II by Dragonix [@DM_Dragonix](#)



ON THE COVER

In this scene, a Hero seeks cover behind a pillar in the lair of Smaragdus, the mighty dragon about to unleash a noxious breath attack upon her intruder.



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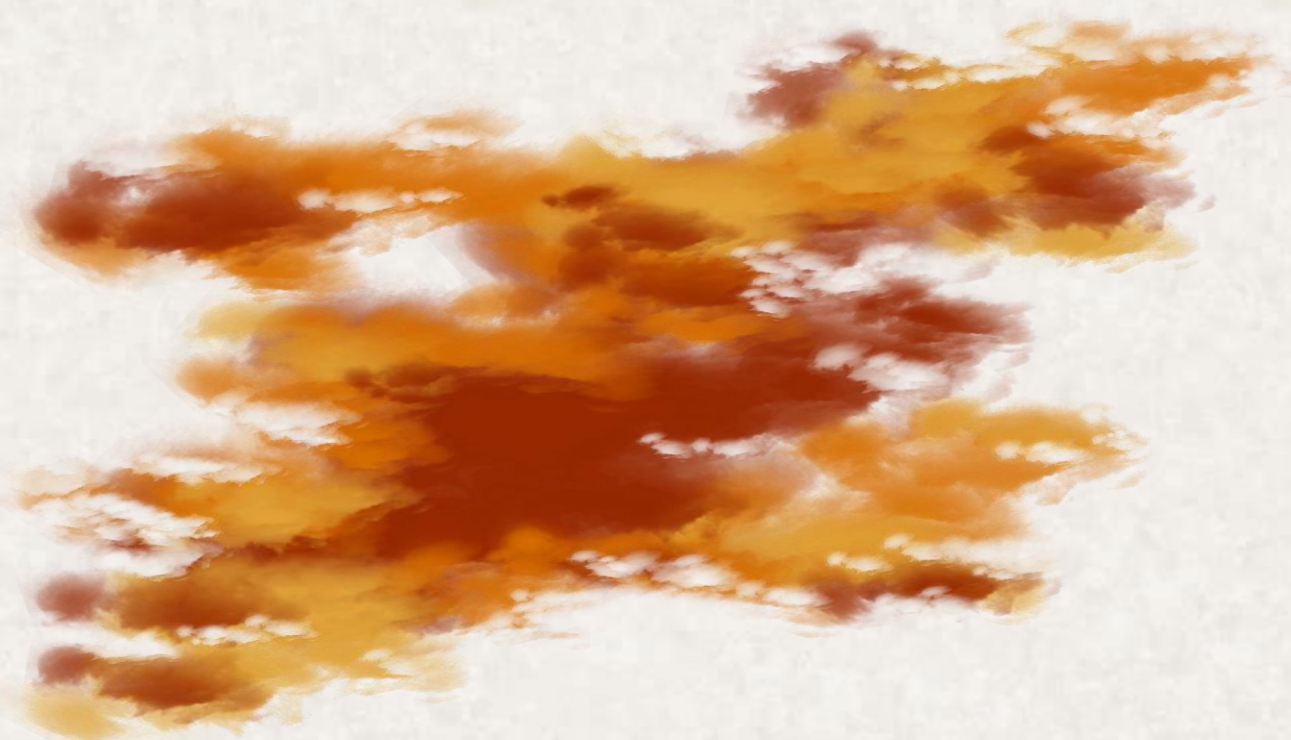
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Patriana, Paladin of Helm



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PROLOGUE

I started this project when the COVID-19 pandemic hit with a few maps drawn on graph paper and an accompanying Microsoft Word file to flesh them out. Then I discovered all the independent creators of D&D on Twitter and wow!!! So began this journey. I cut my teeth on dungeons and dragons in 1988 or 1989, memory is foggy, with the Gargantuan Red Dragon on the cover boxed set, Zanzer Tem, Stonefast, diving into the full game with the Rules Cyclopeda. My formative years, however, were spent playing second edition with an amazing group of friends, some of them were playtesters for this adventure.

In 1997, I had to put down my dice and focus on a major career change. Though I had a short-lived experience with 3.5e in 2004 (boy did I love those miniatures), I wouldn't truly dive back into the game until I picked up fifth edition in 2018. It was around this time that I also began watching what independent authors and artists were creating and sharing on Twitter. Enamored, it wasn't until COVID-19 hit that I decided I would try my hand at publishing an adventure of my own. And so, here we are.

That said, there have been many unique challenges along the way. Investing in software and a better laptop, working with an artist for the first time, battling writer's block, anxiety, etc., are all trials that made this journey interesting, to say the least. I hope this is the first of many publications I release; if I sell even one copy, then I'll achieve my goal of making something that someone else was willing to buy. I made this adventure so others could have fun. I also did this to see what I could create on my own. I wanted to see if I could do what others have done so well.

I would like to thank a few people who helped me accomplish this endeavor. First and foremost, Adson Aquino [@hefestuscave](#). You, my friend, helped make all this possible with the amazing art that graces this module. You took a leap of faith and have been nothing short of stellar, thank you. I'm proud to call you friend.

Richard Tiff [@Sepulcher67](#). Thanks for the support on Twitter and allowing me to pepper you with questions, giving your

opinion on things, and just overall being supportive and asking for nothing in return.

To my brother from another father, Chuckie [@MusicF13nd](#), thanks for creating the Dracopede. A terrifying monster indeed. I hope you like the artist's rendition. You added something different to this module and helped me brainstorm to make it even more exciting. I really think people will enjoy the Reaching Woods scenario.

To the players in my fifth edition campaign, Angel, Ryan, and Victor, what a motley bunch of Dungeoneers. 23 years later and here we are playing D&D again. This time I hope there is no long break, and we can continue to waste our Sundays on being terrible at math, improv, and critical thinking. One more level for you guys and the chains are off, prepare to die.

To my editor Matthew Wulf, thanks for taking on this gig, being patient, making me more observant of things, and being supportive. You made my writing that much better with your touch. I hope to continue to work with you in the future.

Finally, to my wife Theresa, thank you for turning a blind eye while I am trying to figure out what my grown-up job is going to be after I "retire". This might be a decent side gig, who knows. Thanks for being supportive and I love you.

To make a long story short, it has been fun, enlightening, and challenging. To anyone who does this for a living, I commend you because this is hard work that is not appreciated enough. I look forward to the future.

Damian Dodge





INTRODUCTION

The Forest of Wyrms is located on the Sword Coast, east of Boareskyr Bridge and northwest of the town of Hardbuckler. Into the Forest of Wyrms: Temple of the Demonic Cult is a tier 2 adventure designed for four to six fifth level characters. The adventure starts in Boareskyr Bridge, where the characters are hired to escort a caravan to Hardbuckler. Though the journey is fraught with undead and bandits, adventurers who make it to Hardbuckler may rest at the Many Eyed Maw tavern, where they overhear a rather curious tale.

At the edge of the Forest of Wyrms, a group of travelers were ambushed by a group of wood elves speaking in some form of demonic tongue and barely escaped with their lives. Adventurers interested in stopping these wood elves will soon find themselves wrapped in a diabolical plot involving the Yuan-Ti, fanatical cultists, and a terrifying green dragon.

To run this adventure, you will need the D&D fifth edition core rulebooks: Player's Handbook, Dungeon Master's Guide and

Monster Manual. All creatures listed in the MM are highlighted red, including new monsters listed in appendix B. Named NPCs are listed in appendix C and highlighted in blue. Unique magical items are listed in appendix D and highlighted in green. I deviated from some aspects of the recommended style guide for my own creative purposes. The Sword Coast Adventurer's Guide helps provide an understanding of the adventure's setting but is not required to run this adventure.

Monsters from Mordenkainen's Tome of Foes are referenced with MTF and those from Monster Manual Expanded I and II are referenced with MME I or II. If you do not have these supplements, the stat blocks for those monsters are also included in appendix B. If you would like to purchase your own copies, links to the MME I and II are found in the credits. Please read appendix E, DM notes and tips, in its entirety before you run this module. We hope that you enjoy this adventure as much as we did creating it for you.

DRAMATIS PERSONAE

THE CARAVAN

The caravan is part of the nascent trading coster out of Daggerford known as the Six Spoked Wheel. Their usual route runs from Waterdeep to the southern settlement of Scornubel, but this time they have decided to take a detour to the eastern settlement of Hardbuckler. Hearing troubling rumours coming from the Trielta Hills, Belwyn Daramore, the caravan master, seeks to enlist the party as additional protection along the way.

HARDBUCKLER

The town of Hardbuckler, comprised mostly of gnomes, is the destination of the Six Spoked Wheel caravan. Though there is much to explore here, the party's main stop in Hardbuckler is the Many Eyed Maw tavern.

BEEBLE DEEPSTONE

Proprietor of the Many Eyed Maw tavern, Beeble Deepstone, is accustomed to merchants traveling through the Trielta Hills. Beeble Claims to have slain a beholder back in his adventuring days and says he is in possession of a stalk that can still disintegrate. After learning of the wood elf attacks near the Forest of Wyrms, the party can ask Beeble for more information about the nearby area. If the party seems intent on investigating the rumor, he provides a rough map leading to a strange temple complex in the Forest of Wyrms. He explains the temple resides within a hill in the northeastern part of the forest, near where the Winding Water river bends away from the forest. The temple has two entrances, one on the southern side of the hill and another at the top of the hill made by the dragon that now resides in the complex. Unbeknownst to both the party and Beeble, he is under the influence of Panchdhatu, inadvertently leading the party to the temple complex as part of its sinister plan to sow chaos.



Beeble Deepstone, proprietor of the Many Eyed Maw Tavern outside Hardbuckler

THE FOREST OF WYRMS

The Forest of Wyrms is an infamous den of venomous snakes, the Yuan-ti, and green dragons of varying age and ferocity. For the adventurers, the most important landmark within the forest is the temple recently constructed by the wood elf cult in dedication to the mystic stone Panchdhatu.

THE WOOD ELVES

The wood elf cult assailing travelers in the Trielta Hills is an offshoot of a settlement from the Northdark Wood, northeast of Hardbuckler. This band broke off from their brethren due to a religious dispute, choosing to worship a new, enigmatic deity over the gods of their ancestors. The Northdark Elves speak of a strange stone that fell into their cousins' possession and became the object of their newfound worship.

THE STONE

Panchdhatu is a giant citrine quartz roughly ten times the size of a traditional citrine. The stone came into possession of the Northdark wood elves that left and settled in the Forest of Wyrms. Panchdhatu serves as more than a religious icon; it is a conduit for the marilith Malum Vinipata to the Material Plane. Though Vinipata uses the stone to bend the cultists to her whim,

Panchdhatu simply desires to sow chaos throughout Faerun. To keep itself safe, the stone instructed the cult to build a temple within the Forest of Wyrms, and has drawn many new inhabitants, like the Yuan-ti and Smaragdus, to dwell there. Panchdhatu's power is so great, its influence extends beyond the forest and into the nearby settlements like Hardbuckler.

MALUM VINIPATA

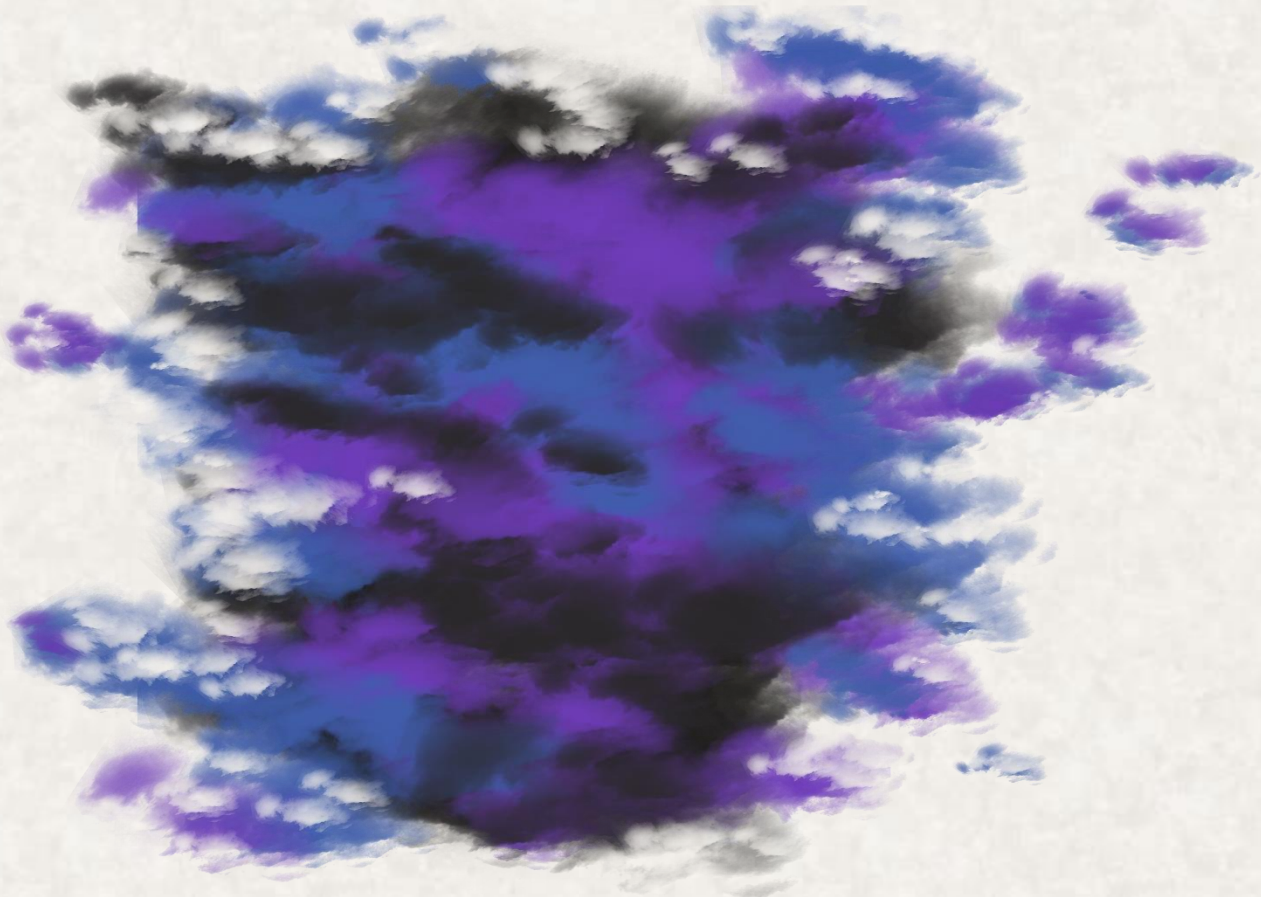
A marilith whose greatest desire is to overthrow the Material Plane with her abyssal army and achieve apotheosis. Little does she know that she is being manipulated by Panchdhatu.

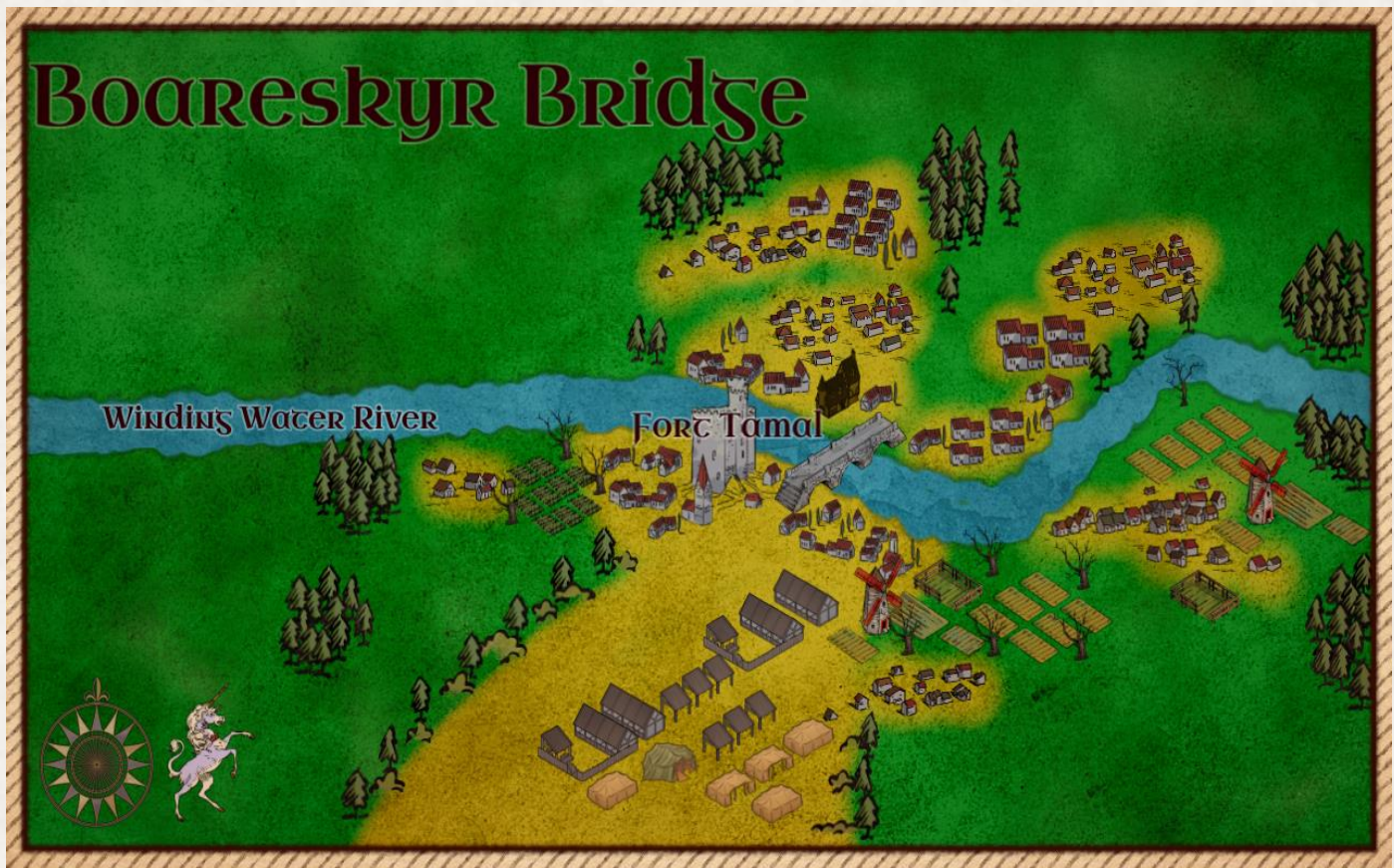
THE GREEN DRAGON

The young green dragon Smaragdus has made the largest room in the first level of the complex its lair. She is aware of the presence of the cultists and the Yuan-ti and uses them to her advantage. She is not aware that she was drawn to the complex by Panchdhatu.



Smaragdus





CHAPTER 1: SIX SPOKED WHEEL

BOARESKYR BRIDGE

While resting in the village surrounding Fort Tamal, the party discovers an urgent job posting. The Six Spoked Wheel, a trading coster, is looking to hire adventurers to augment their caravan guard along the seventeen day-day trip to Hardbuckler. The destination is Hardbuckler, a trip that will take approximately 17 days. Davon, the caravan financier, is willing to pay the group 800 gp if they make it to Hardbuckler with his people and merchandise intact. Davon is a clever businessman and would rather pay less if he can get away with it; you could have him originally offer 600 gp and only offer the full 800 after some successful negotiations. Six Spoked Wheel is hereafter referred to as SPW unless mentioned directly in read aloud text.

On the way to the humble village outside Fort Tamal, the party notices a man hammering parchment into an oak post near the inn. Upon finishing his work, the man turns around. His clothes and appearance are plain, apart from a yellow-brown citrine quartz hanging from a bronze chain around his neck. He is short, stocky, and bald, and he scratches his coarse beard occasionally while speaking. The man clears his throat and grumbles, "Six Spoked Wheel Coster could use capable folk like yerselves. Head on over to the caravan grounds, make yer mark, get paid well. Maybe I'll see ya in Hardbuckler!" And with that, the man shrugs his shoulders, and wanders off.

Belwyn is typically found in the campgrounds at the south end of the village ensuring the caravan is packed for the long road ahead.

As you approach the caravan campgrounds, you see several banners fluttering in the crisp morning air. The grounds are absolute mayhem: Carpenters are repairing wagon wheels, crates are padded with straw and stuffed with goods. To the far-left of the campgrounds, you see a "light brown six spoked wheel emblazoned on an azure blue flag".



As the group approaches, only the SPW are not in any sort of hurry to leave. In fact, there are no members of the coster around at all except for one lone caravan guard watching over the wagons and horses. If the group approaches read the following:

The guard stands upright, clad in boiled leather, steel pauldrons and greaves with a chain mail hood. A buckler is strapped to his side paired with a longsword and dagger. With his left hand on the hilt of his sword, "Hold it there blokes, whatcha business?"

After a brief conversation, they will find out that there is no call to hire adventurers and he has no idea who posted the parchment. The guard will direct them to the coster's encampment nearby.

The caravan master is in a large tent at the center of the encampment. A guard stands outside, with a battle axe strapped to his back. A tall slender man with shoulder length black hair and stubbled beard steps out. As he sees the group approach, he puts his arm on the shoulder of the guard and nods.

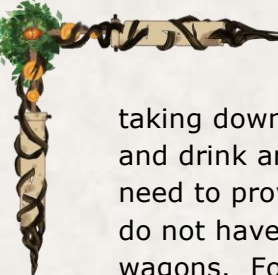
The man with the black shoulder length hair is [Belwyn Daramore](#). He hails you as you get close and asks what business brings you to his caravan. If the party states that they are seeking to be hired as additional guards, he gives a perplexed look and states that he solicited no such thing. He does not even know who the man was they describe who hung the sign. As they are engaged in conversation with Belwyn, another man approaches the tent from the side, stops and leans into Belwyn to whisper something to him.



Read the following aloud:

In the middle of your conversation with Belwyn, another man approaches from the side of his tent and whispers to him. The guard, overhearing the whisper, immediately steps away, "The bloody flux!" he shouts. Belwyn grabs his arm asking him to calm down. Belwyn gestures to the man on his right, "This is Davon, our financier. He will handle the contract and your pay. One half of your pay up front at departure, and the other half when we get to Hardbuckler. We leave at sunrise".

The party follows Davon to a much larger tent next to Belwyn's. This is where the coster conducts its business in Boareskyr Bridge. [Davon](#) writes up the contract, slides it across the desk, and tells them to make their mark. During this process, he also informs them the pay is higher than usual due to the circumstances of the flux



taking down some of their guards. Food and drink are not included, so they will need to provision for themselves. If they do not have horses, they can ride on the wagons. For pay, use the rate noted at the beginning of the chapter. After signing the contract, the characters have the rest of the day in the village; this is their time for them to gather provisions, supplies, and anything else they need for the trip to Hardbuckler. If they desire to purchase mounts, it's a possibility, however, they could be scarce due to high demand.

DEPARTURE FROM BOARESKYR BRIDGE

As the party approaches the campgrounds the next morning, the coster's eight wagons are ready for departure. If the group is hitching a ride on the wagons, they will be allocated two characters to a wagon, with at least two on the rear wagon. If they have their own mounts, they will be riding on the flanks with at least two following behind the last wagon. Davon approaches:

The campground's departure area is bustling. It is slightly muddy with pools of rainwater after an early morning shower. The sun is out however, and the weather looks to be good for now. Davon greets the party, "Greetings, adventurers", Davon says as he tosses you each a small, heavy pouch. "Feel free to check, but my numbers are flawless. You will earn your pay though. Word is a caravan was hit near the Trielta Hills. No word on casualties, but in our business, it is a concern." He beckons you to the guard you met yesterday outside Belwyn's tent and continues, "Melvar will give you your assignments. Please do not drink with him, he can be a lout at times." As quickly as he arrived, Davon departs to mount his horse for the long road ahead.

The distance from Boareskyr Bridge to Hardbuckler is significant. The caravan averages 12-18 miles per day on rough trail leading to the trade way. While traveling the Trade Way, the smooth road allows them to move up to 24-30 miles a

day. When they break away from the Trade Way heading east, the hilly paths will force the caravan to slow back down to 12-18 miles per day.

TRADE WAY ENCOUNTER 1 THE FARMHOUSE

After the fifth day of travel, the caravan stops at a walled farmhouse west of the trail. The low wall around the farmhouse is approximately four feet high. Melvar informs the party this is a common stop along the road, and the farmer is more than willing to accept coin for travelers to use his lands. The map is found in appendix A.

It's dusk. A cool wind blows in from the west off the rolling hills. The caravan is staged inside with the horses leashed, fed, and watered. Everyone has settled in for the night. While some of the guards sleep, others sharpen their weapons, eat their meals, or play games of dice or cards. Belwyn sits next to your group on a makeshift bench.

"So far, so good, eh? Don't presume that it will continue like this. That caravan we saw this morning headed north, got hit hard by bandits. They were smaller, took some casualties. Bandits, scum they are, but we're ready. I'm thankful for Tymora's blessing but ask that we be given a chance to avenge our fellows and mete out Tyr's justice".

He passes around a wineskin and asks Fritz, the caravan's cook, for another bowl of stew. Fritz, a short, portly fellow with thinning hair walks over and hands him a bowl. Still bubbling, it exudes the sweet aroma of onions, carrots, and potatoes. "That's the last of it", he says as he walks back to the fire.

As the night goes on, Melvar checks in with those on watch, Fritz puts away his cooking kit, and Davon mulls over his books. The low wall around the farmhouse is approximately four feet high. When you're ready to continue, read aloud:

A horn sounds. In the distance, a candlelight can be seen in one of the windows of the farmhouse on the second floor. The caravan rouses from its slumber, and the guards don their arms and armor. On the western side of the farmhouse wall, one of the guards lays lifeless on the ground. White light pours from his eyes and mouth, and his body begins to take an almost otherworldly form. Before your very eyes, he begins to rise once more. Davon appears by your side, watching as a dark, wispy figure emerges beside the reanimated guard. "Tymora save us", he shouts as he draws a mace from his belt loop.



The farmhouse is under attack from a **wraith** (pg. 302, MM) disturbed by the presence of so many living. Under its control are four **specters** (pg. 279, MM), three **wights** (pg. 300, MM), and 10 **skeletons** (pg. 272, MM). There are 36 total members in the Caravan, of which 16 are **commoners** and 16 **guards** (appendix B, MM). After the first round of combat, read aloud the following:

The farmer emerges from his home wielding a morning star. As he approaches, the symbol of the Goddess Chauntea can be seen hanging from his neck.

"Rally around me", he shouts. Some of the skeletons climb over the low wall, eager to snuff out this source of divine might.

The farmer, **Ilthan**, is a Cleric of Chauntea. He will provide aid, cast healing spells, and turn undead only to prevent the death of the PCs or major NPCs (Belwyn, Davon, Fritz, and Melvar).

As the sun rises in the east, the farmhouse is quiet. Fritz is whipping up breakfast, whilst Davon calculates the cost of those who died in battle. Melvar leads a detail to bury the dead outside the farmstead, and Belwyn speaks with the farmer nearby.

As the PCs approach, the farmer introduces himself:

"I am Ilthan, a worshipper of Chauntea and owner of this farm. Are any of you in need of aid?"

Ilthan explains that the undead come from a crypt to the west.

"I think I know why the dead came. Yesterday, while plowing the land, my fieldhands unearthed this wooden toy soldier. I think this may be the source of their restlessness."

Ilthan asks the group to pacify the ghosts by returning the wooden toy soldier which may be of great importance to two of the restless sprits. He then hands them a wooden toy soldier and asks the two ghosts, a father and son, not to be harmed, but any other restless dead be dealt with. In addition, he gives the group one **potion of greater healing** each for the journey and **Spirit Render**, (appendix D). Belwyn advises them to do Ilthan this favor as the caravan will need time to bury their dead, lick their wounds, and get adequate rest before continuing to Hardbuckler.

If the group asks for more information about the ghosts, Ilthan explains that a battle took place here many years ago. The father was a mercenary captain in the hire of a lord who had turned against his king. The restless undead are the lord's men. Before he departed on campaign,

the captain promised his son he would return, so the boy gave him his toy soldier to protect him.

The day before the battle, the boy, like any other child parting ways with a favorite toy and distraught that his father was gone, left to find him, and arrived at the encampment just before nightfall. Unfortunately, the battle was lost; the captain died during the skirmish, and the boy perished when the camp was overrun. It will take the party close to three hours to reach the crypt by foot or one hour if they are mounted. Use the following table to determine a random encounter before arriving at the crypt. If they travel on foot, roll once per hour. If by horse, time is one hour or less only roll once.

THE FIELDS OF THE DEAD ENCOUNTER TABLE

d100	Result	d100	Result
01-08	No encounter	59-64	Ankheg
09-13	Wyvern	65-74	1D10+2 Gnolls
14-19	1D10+2 Zombies	75-78	No encounter
20-22	1D10+2 Skeletons	79-80	Troll
23-27	No encounter	81-83	1d10+2 Bugbears
28-42	1D8+1 Death Dogs	84-85	1D10+2 Skeletons
43-44	1D4+1 Phase Spiders	86-92	1D2+1 Manticores
45-53	No encounter	93-94	Earth Elemental
54-56	Wraith and 1D4 Spectres	95-96	Bulette
57-58	Hill Giant	97-00	No encounter

For rolling 1D2, use a 1d4 with 1-2 result counting as 1 and a 3-4 result counting as 2.

Once the group arrives, they see a burial mound with an entrance to the crypt below. There are several tombstones and shallow graves outside. The map for this location is found in appendix A.

The wind howls across the fields of the dead. Amongst the wind, whipping of tall grass, and dust devils, you can hear a child crying. Near the entrance of the mound, you see multiple shambling figures heading in your direction.

Twelve **skeletons** (pg. 272, MM) and three **skeleton warriors** (appendix B) block the groups way into the crypt. When the way is clear, they can enter the crypt.

CRYPT OF THE DEAD ROOM 1

The sound of flowing water permeates this room. There are two corpses at varying states of decay on the dusty, cobweb-covered floor. Worms, spiders, and other insects writhe and skitter across the bones of the dead.

Stairs roughly 10-feet wide descend into the crypt. There are three **zombies**, (pg. 316, MM) milling about this room. The first room contains four disjointed pillars and in the center of the room, a small fish-shaped fountain. A character who succeeds on a DC 15 Intelligence (Investigation) check finds a small chest in the mouth of the fish. Inside the chest, there is a *potion of healing*, a *potion of greater healing*, a *potion of climbing*, 25 gp, and three moonstones worth 50 gp each.

CRYPT OF THE DEAD ROOM 2

The sounds of a child calling out, "Papa", echo in this chamber.

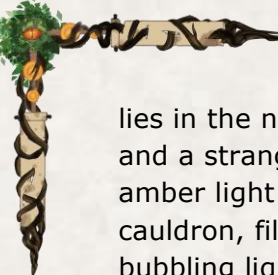
Three **wights** (pg. 300, MM) immediately attack when the PCs descend the stairs. If the party defeat the Wights, the Ghosts of the Father and Son appear. They do not attack but look longingly at the group. The boy, clutching his father's leg, begs for his toy with an arm outstretched. Along the northern wall, two sarcophagi, both roughly the same height and width of the ghosts, lay side by side.

If the PCs slay the **ghosts** (pg. 147, MM), they will later appear as wraiths, causing Iltan and his farmstead immeasurable harm. If they give the boy the toy soldier, award them the same XP as if they had defeated them with an additional 100 XP per character. The room is filled with the sounds of laughter and joy as the ghosts fade away.

CRYPT OF THE DEAD ROOM 3

The moans and grunts of the dead can be heard along with the faint sound of gurgling and several thumps.

The stairs leading down to this chamber are riddled with thick cobwebs. An altar



lies in the northeast corner of the room, and a strange symbol glows with a faint amber light on the ground before it. A cauldron, filled to the brim with a dark and bubbling liquid, sits to the right of the altar. A sarcophagus, recently opened, can be seen along the northern wall of the chamber. It appears this burial chamber was only partially excavated, as there is a large rocky formation to the left of the entrance.

There is a **wraith** (pg. 302, MM) and four **wights** (pg. 300, MM) in this room along with the corpse of a human on the floor. If the characters search the corpse, they find a **+1 dagger of wounding**, a **gem of seeing**, 31 gp, and a topaz worth 500 gp. The corpse is quite fresh and was the source of the gurgling and thumps heard when they entered the room.

Once the crypt is cleared, the party returns to the farmhouse. You can either roll for another random encounter (using the same rules as before) or have the group reach the farmstead without issue. Either way, they should reach Ilthan's farm before nightfall.

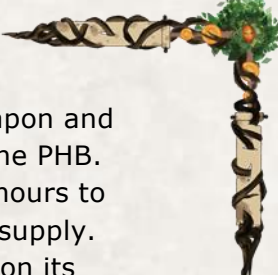
RETURN TO THE FARMHOUSE

When the party returns from the Crypt, Ilthan asks if they put the ghosts to rest. If the party vanquished the ghosts, Ilthan becomes noticeably upset and tells them they have only worsened the situation. He no longer provides healing nor does he allow them to sleep inside the walls of the farmhouse. It is up to you if this warrants a random encounter with undead.

If they put their souls to rest, Ilthan thanks them and hands them each two **potions of healing** and 50 gp. They will then settle in for the night before the caravan heads off in the morning. The Caravan will then depart in the morning at sunrise.

TRADE WAY ENCOUNTER 2 AND 3

Two days after leaving Ilthan's farm, the party comes across another merchant caravan along the road. These traveling merchants are eager to sell supplies to the SPW caravan and the party. Items for sale



or tradeable are limited to the weapon and adventuring gear tables found in the PHB. Belwyn stops the caravan for two hours to allow for short rests, trade, and resupply. The caravan then continues south on its way.

The next encounter occurs one day later, just as the caravan makes its way past the Trielta Hills. They have traveled roughly 80 miles since the farmhouse.

As the caravan makes its way south, the terrain to the east evolves into a series of hills. The Trielta Hills are home to halflings primarily, but as Belwyn said the night of the undead attack, a rise in banditry has entrenched this part of the Trade Way in fear and paranoia.


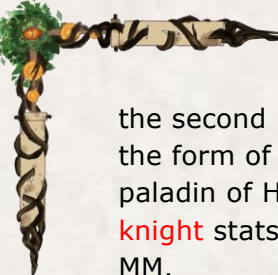
Belwyn commands the party to serve as the caravan's vanguard as they make their way past the Trielta Hills. The map for this encounter can be found in appendix A.

Belwyn pushes the caravan to move as quickly as possible along the southern tail of the Trade Way, desperate to reach the point where the road turns east towards Hardbuckler. As you approach this eastern turn, you see a dozen figures on horseback roughly 100 yards ahead.

Belwyn immediately stops the caravan and orders the other guards to establish a defensive perimeter. Behind the crest of the hill, twelve additional bandits lie in wait, ready to ambush the caravan if needed. If the party chooses to negotiate, it will cost the caravan 20% of the value of their cargo. Belwyn will advise that if the PCs agree to negotiate and pay a "toll", 20% of their pay will be docked. The caravan will then head east towards Hardbuckler.

If they choose to fight, the bandit forces are comprised of thirteen **bandits**, four **thugs**, five **bandit captains**, one **berserker**, and one **veteran**. Two of the Bandit Captains are the Leaders, Brock and Sly. All can be found in appendix B of the MM.

Depending on the casualties from the undead attack on the farmstead will determine how many commoners and guards are available for this fight. After



the second round of combat, help arrives in the form of a patrol of six knights led by a paladin of Helm known as **Patriana**. The **knight** stats are listed in appendix B of the MM.

As battle rages, the sound of hooves at a fierce gallop can be heard down the road. Suddenly, seven knights appear, striking at the bandits with lethal precision. Their leader wears a surcoat emblazoned with an open eye on an upright metal gauntlet.

When the battle is over, Patriana renders aid where possible and states she leads a patrol that roams up and down the trade way between Boareskyr Bridge and Scornubel hoping to clear out the rising number of bandits in the area. Belwyn arranges for Patriana to take away any dead caravan members for proper burial. The rest of the journey is uneventful.

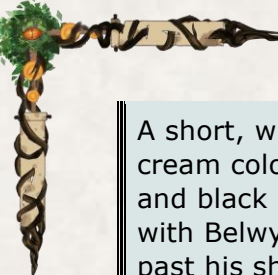


CHAPTER 2: HARDBUCKLER

ARRIVAL IN HARDBUCKLER

On the 11th day, the caravan arrives on the outskirts of Hardbuckler just before midday. The day before, a few men from the coster were sent ahead to establish a camp, plan with the merchants to deliver their goods, and set up transactions. Hardbuckler can be found in the “Trielta Hills” section of the *Sword Coast Adventurer’s Guide*. [Beeble Deepstone](#), proprietor of the

Many Eyed Maw tavern outside Hardbuckler and an acquaintance of Belwyn, eagerly awaits the rest of the SPW caravan at the camp built by the advance party. After finishing his conversation, he approaches the group, thanking them for getting Belwyn safely to Hardbuckler and offering his tavern to rest.



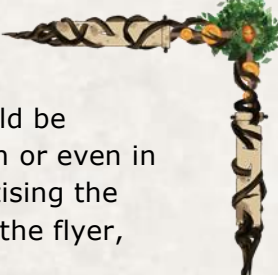
A short, wiry gnome clad in a frilled, cream colored blouse, maroon pants, and black boots is deep in conversation with Belwyn. His brown hair extends past his shoulders and he has a beard dyed purple with three braids. Both of his ears are pierced, and he carries a satchel draped from his right shoulder to his left side. Curiously, he has a badger with a leash attached to his belt loop. After his conversation with Belwyn, he approaches the party and offers his services, "Hail and well met my friends. Those who have faithfully served my friend Belwyn Daramore have a place at my Tavern. For a reduced price of course. Please, arrive before dinner. The Many Eyed Maw is located just outside the northern gate." He then heads off towards the entrance to the town.

Characters with a passive Wisdom (Perception) score of 15 or higher, or those who succeed on a DC 15 Wisdom (Perception) check, notice that Beeble is wearing the same quartz stone on a bronze chain as the man who posted the advertisement for the caravan job back in Boareskyr Bridge. The party has four hours to explore the town prior to check in, which they can use to resupply or sell anything from the bandits or undead. The map of Hardbuckler can provide some points of interest to investigate as well.

HARDBUCKLER SIDE QUEST

As the conversation with Beeble ends the group may notice a robed figure with a small Gnomish contingent of guards inspecting the walls of Hardbuckler for areas in need of repair due to weathering or occasional attack. This is Daelia Inchtarwurn, Wizard of Hardbuckler. The walls are bristling with batteries of ballistae which are mechanically modified by the gnomes' tinkering, making anyone foolish enough to attack these walls easy target practice.

There are two ways in which the party can take on this quest. The first instance could be directly approaching Daelia while she inspects the walls. Daelia will tell them to meet her in her shop if they are interested to



get more details. The second would be noticing flyers throughout the town or even in the Many Eyed Maw Tavern advertising the need for adventurers. If they see the flyer, read the following aloud:

"Help Wanted! Adventurers needed to scavenge a rare substance used for the maintenance and defense of Hardbuckler. Reward in gold and magic items. See Daelia Inchtarwurn for details."

If they decide to take on the quest, they must meet Daelia in the Inchtarwurn shop to receive the details of their task. The location is identified in the map shown above.

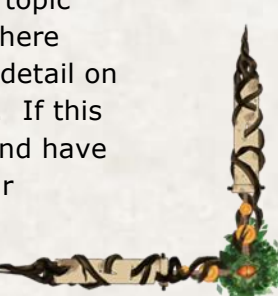
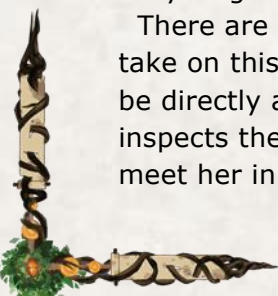
INCHTARWURN SHOP

This three-story building, found in the northeast quadrant of town, is comprised of brick and reinforced oaken beams. The second and third floors of the building are strangely windowless, and the door to the shop is at the head of a short flight of stairs. When the group enters the shop, a bell attached to the door signals the arrival of customers.

Daelia's store is filled with all sorts of contraptions, devices, and gadgets. Beakers bubble and smoke on tables at the back of the room. The barks, howls, and shrieks of strange creatures can be heard in a room in the back. All the colors of the rainbow are on display in this picturesque menagerie.

Sitting on a stool next to the counter, an older gnome with short, slicked back gray hair smokes from a fire-hardened pipe while watching over the store. Daelia sits at the counter deep in thought, her nose plunged into a large tome sitting in front of her.

She looks up, nods her head, and goes back into perusing the vellum pages. If the party did not engage her at the walls, she asks how she may help while simultaneously taking in whatever topic she is reading about. If they are there because of the flyer, she'll go into detail on what it is she needs accomplished. If this is their first-time meeting Daelia and have not read the flyer she asks for their



assistance at some point before they leave the store.

"I have something I need you to accomplish. The town's walls need repair. We are more than capable of accomplishing that, but there is something that can strengthen the walls immensely. I have an experiment I would like to try but I need a special ingredient that is found in the Reaching Wood.

The gnome sitting on the stool introduces himself as Orvil, a member of the Council and states the Council would be profoundly grateful for any assistance they provide in completing Daelia's task. He then hops down from the stool, puffs on his pipe, and exit the shop.

Daelia describes a "walking tower" of immense size that wanders the forest as if it is in search of someone or something. The tower is in a constant state of "weeping" that seemingly repairs any damage it receives. She asks the group to go to the Reaching Wood, find the statue, and collect the tears. She hands you a jug that can hold up to five gallons. It has a cork stopper and has a green glow about it with a very dim sounding hum. An DC 15 Arcana (Intelligence) check or a detect magic spell will reveal the school of abjuration and that the jug has preservation properties.

She asks that the group not harm the tower; however, she states that the gnolls are a real threat and may be encountered while searching for the tower. In return for collecting the tears, she offers the group 300 gp and one minor magical item for each character at your discretion. Daelia believes the tears can be used to quickly repair any structural damage found in the walls surrounding Hardbuckler. If the PCs agree to the task, they can complete it at any time.

THE REACHING WOODS

The "walking tower" can be found in the northern portion of the Reaching Woods. The below encounter table can be used to determine random encounters while in the

wood. At a minimum, one random encounter should occur while searching for the tower.

d100	Result	d100	Result
01-08	1D6+1 Gnolls	59-64	1D6+1 Gnolls
09-13	1D3+1 Wolves	65-74	Shambling Mound
14-19	Shambling Mound	75-78	Troll
20-22	No encounter	79-80	No encounter
23-27	Troll	81-83	Werebear
28-42	1D3 Gnolls, Gnoll Packlord	84-85	1D6+1 Gnolls
43-44	1D4+1 Will O Wisps	86-92	Gnoll Fang of Yeenoghu
45-53	1D3+1 Giant Hyena	93-94	Ettin
54-56	No encounter	95-96	No encounter
57-58	Owlbear	97-00	1D3+1 Giant Hyena

A successful DC 15 Intelligence (Nature) or Wisdom (Survival) check reveals the tower's path it has carved through the forest by observing the damage to the flora. If no one succeeds the check, have the party encounter a neutral or friendly werebear. The werebear offers to tell them what it knows in exchange for some salted meat. However this plays out, they will be on the path as they come across fresher footprints and more recent destruction to the woods. When they encounter the statue, **walking tower** (see appendix B), read the following aloud:

A massive stone statue made of marble with strange runes etched across its surface slowly but determinedly strides through the forest. There are no blemishes, cracks, chips, or other visible signs of damage. An occasional spot of moss can be seen in some of its joints.

There is a 50 percent chance the statue is shedding tears. If so, it cries for the first 2 rounds of the encounter or sustains any damage. After the twelfth round, the statue will not cry again unless it takes 30 points of bludgeoning or piercing damage in 1 round. To collect the tears, the group has several options.

If they succeed a DC 15 Strength (Athletics) check, a character can climb the statue's body at half their movement speed. If they fail the check by 7 or greater, they fall. If the statue is reduced

to half of its maximum hit points, it's forced into a kneeling position; if the statue is reduced to one quarter of its maximum hit points, it is knocked prone.

Any character near the statue's head must succeed on a DC 15 Dexterity saving throw every 2 rounds or be swatted to the ground. The statue only seeks to knock opponents unconscious.

To retrieve the tears, the saves must be made as well as a DC 15 dexterity check to hold onto the jug, collect tears, not fall, and or be swatted. After 5 successful saves, the jug is filled with the statue's tears. Award the characters 300xp for successfully collecting the tears.

THE GNOLL FAMILY

At some point during their journey back to Hardbuckler the party encounters two adult gnolls, one male and one female, and two young gnolls.

A large male Gnoll with black and white fur stands near a large oak tree with a female behind him armed with a bow. Two young gnoll pups can be seen behind the tree. They stand vigilantly protecting what is clearly their young.

The gnoll male immediately warns the characters, in common, that they are being tracked by a large band of gnolls. He introduces himself as **Khaz Blacktail** (pg. 163, MM, gnoll pack lord), and explains that he has disavowed the Demon Lord Yeenoghu and only wishes to find somewhere else to settle with his family. If the group agrees to help them escape the Reaching Wood, Khaz offers his services as a blacksmith and gives them a transparent yellow-green sapphire known as the Star of Yeenoghu worth 1,000 gp.

When the group reaches the edge of the woods, the large gnoll band that has been tracking Khaz's family catches up to them. The band consists of eight **gnolls**, two **gnoll pack lords**, and a **gnoll fang of yeenoghu** (all found on pg. 163, MM). If the PCs survive the encounter, they will make the rest of the way back uneventfully. If Khaz and their family survive the encounter, have the PCs roleplay negotiating settling

in Hardbuckler. Perhaps they settle outside of Hardbuckler as it is hard for them to be accepted or try and convince the government to provide them shelter in exchange for Khaz rendering service as a blacksmith. This will be a significant challenge for the PCs and if they are successful in getting permission to stay, award the party 600 XP.

RETURN TO HARDBUCKLER

Once they return to town, the party can meet Daelia in her shop, the Many Eyed Maw Tavern, or anywhere else in Hardbuckler. She congratulates them on their success and rewards them as stated before. In addition, if any need healing, she provides two **healing potions** per character. At some point after the exchange, the characters will notice an odd sheen along the Hardbuckler walls where the tears have been applied; the tears have repaired the structural damage just as Daelia suspected.

MANY EYED MAW TAVERN

The maps to the tavern can be found in appendix A.

A three story, sturdy oak building with balconies on the 2nd and 3rd floors beckons you to enter and be relieved from the hardships of the road. On the porch, two small tables with four chairs each are occupied by lively patrons. The bouncer, a large male half-orc, sporting a black mohawk and dressed in leathers, openly wears a cudgel and two daggers from his belt. The sign bears the picture of a Beholder with nine stalks.



A successful DC 15 Intelligence (Arcana) check reminds the character that beholders normally have 10 stalks. As the party enters the tavern, the bouncer reminds them to keep their weapons sheathed and to not start any fights.

The first floor of the tavern is positively packed. By the northern corner of the bar, Beeble sits behind the bar. A half-orc barmaid arrives wearing a green low-cut blouse and brown ankle length skirt with sandals. Her hair is braided in tight rows running from the front to the back of her head. She introduces herself, "The name's Voltha. Don't be getting fresh with me either, my hearts with that young man over there", as she winks at Beeble.

You can determine the tavern's menu and prices if the party asks for food or drink. Also, indulge them in a game of dice, darts, or axe throwing. Shortly after sunset things begin to settle down and the only thing ongoing is a card game. A group of three men, cloak hoods pulled over heads enter the tavern. They are dusty from the road, slow to move, and looking for a place to sit. They eventually find seating next to the characters.

There are a few looks of concern, as one of the figures is helped along by one of his companions. They appear injured, sitting at the lone seat on the table where the card game is happening.

These travelers appear to be fellow adventurers. You can roleplay their interactions with Beeble, the card table reacting to the injured companion seating themselves at their game uninvited and more. If tensions rise or a fight breaks out, Beeble whips out a beholder eye stalk and threatens to disintegrate anyone disturbing the peace in his tavern. Ultimately, the travelers explain that they have come from the Forest of Wyrms after running afoul of some wood elves speaking in demonic tongues, barely making it out alive.

Beeble reaches under the counter of the bar, pulls out a dusty piece of parchment, and unrolls it, revealing a map of the surrounding area. He asks the travelers to

show him where on the map they encountered the elves. When they point to the Forest of Wyrms, Beeble marks the map and asks the party, since they are no longer obligated to defend the caravan, to investigate this hostile group of wood elves. Meanwhile, Beeble will request the Hardbuckler Council to provide a formal commission so the party may be paid for their services.

The party can spend the rest of the day gathering supplies, investigating Hardbuckler, or taking a long rest before they head off to the Forest of Wyrms. Unbeknownst to the party, Beeble is under the influence of Panchdhatu, who seeks to draw the adventurers into the temple. In addition, the wounded travelers are members of the cult, a ruse to spark the party's interest in the Forest of Wyrms.



THE PATH NORTH

With no discernible trails to guide the way, the Northdark Wood to the east, and the rolling Trielta Hills to the west, the party's entire journey to the Forest of Wyrms is considered difficult terrain. To complicate matters, the three "travelers" are following the group as they make their way to the

temple complex. A successful DC 18 Wisdom (Perception) check reveals the cultists' location while traveling through the Heartlands; the check becomes DC 20 once they reach the Forest of Wyrms. If the party decides to engage, immediately skip to "What Manner of Beast Is That?" If they fail the check or ignore the "travelers", use the following encounter table to determine random encounters.

THE PATH NORTH ENCOUNTER TABLE

d100	Result	d100	Result
01-08	1D4 Trolls	59-64	1D10+2 Orcs
09-13	1D10+2 Bugbears	65-74	No encounter
14-19	No encounter	75-78	1D2+1 Manticores
20-22	Chimera	79-80	Bulette
23-27	1D10+2 Gnolls	81-83	No encounter
28-42	No encounter	84-85	Hill Giant
43-44	1D10+2 Hobgoblins	86-92	Wyvern
45-53	1D6 Griffons	93-94	No encounter
54-56	No encounter	95-96	1D4 Trolls
57-58	1D8+1 Death Dogs	97-00	1D6 Ogres

For rolling 1D2, use a 1d4 with 1-2 result counting as 1 and a 3-4 result counting as 2.

Roll on The Path North Encounter Table three times during the journey: once between the Trielta Hills and Northdark Wood, a second time on the rolling plains, and again at the edge of the Forest of Wyrms.

THE FOREST OF WYRMS

When the group arrives at the Forest of Wyrms, they have two options for reaching the temple complex: travel directly through the Forest, or travel around the perimeter of the forest. The former of the two options is fraught with far more peril than skirting the edge, but if the PCs choose this route the DM can shape this to fit their game by rolling random encounters for every hour in the forest. The following encounter occurs regardless of the route chosen.

WHAT MANNER OF BEAST IS THAT?

On their way to the temple within the Forest of Wyrms, the "travelers" the party met at the Many Eyed Maw Tavern have been following the PCs the whole time.

Near the tree-line in the distance you hear a series of screams and pained shouts.

If the group heads in the direction of the screams roughly 100 feet from the tree-line, a battle is ensuing between three cloaked figures and a **dracopede** (appendix B) roughly 12 feet in length. Use the dracopede encounter map for this scene. The creature is covered in emerald green chitinous scales and walks with six pairs of legs alternating between thick insect-like chitin legs and the stout, clawed legs of a dragon. At the end of its tail sits a massive stinger with four smaller stingers surrounding it. Its head is that of a green dragon with two long antennae sprouting from its forehead. Two large mandibles branch off from its jaw.

The creature has one figure pinned under one of its legs and a second figure gripped in its jaws; the third figure meanwhile, has their shield raised and is trying to free their pinned companion. If the party decides to engage the creature, the dracopede drops the figure in its mouth and will unleash its breath weapon. For this encounter use the map in appendix A.

The traveler bleeding profusely from his wounds lets out a few pained words. "You...must...stop...them. The portals must...be closed...or all will be...lost".

This cult has clearly involved themselves with some sort of malevolent portals, and it's up to the party to do something about them. The travelers may or may not survive this encounter. In the lair of the dracopede the following magical items can be found: three *potions of superior healing*, 75 gp, a *ring of protection*, and the *Quiver of Aramil* (appendix D). The remaining travel to the Temple Complex should be uneventful. The PCs can only approach the temple from the South as any other direction the forest is too thick.



CHAPTER 3: TEMPLE COMPLEX LEVEL 1

The temple complex lies in the northeastern part of the Forest of Wyrms near where the Winding Water River bends away from the edge of the forest. The map can be found in Appendix A.

DM'S NOTES

All yuan-ti malison encountered in the Temple Complex are in their Type 1 form. All cult fanatics encountered, unless stated otherwise, use the stat block found in the *Monster Manual*. Creatures with stat blocks included in appendix B of this module are noted as such the first time they are mentioned. All helmed horrors are immune to *fireball*, *heat metal*, and *magic missile*.

TEMPLE APPROACH



A cobblestone path runs roughly 100 feet through a small clearing in the forest, eventually leading to the main temple entrance. The main entrance is guarded by four **cult fanatics** and two **yuan-ti malisons**. The hill in which the complex was built is roughly 160 feet wide, 215 feet long, and 30 feet high. Have the PCs do an Investigation check, DC 18, to determine if they discover the two alternate entrances to the complex.

The first alternate entrance is a partially crumbled wall and places the group in room 4. The second alternate entrance is

a roughly hewn opening 25-feet in diameter toward the top of the western half of the hill. Unbeknown to the group, this is the entrance to the lair of Smaragdus, Room 21. Roll the d100, there is a 51 percent chance Smaragdus is in her lair when the characters arrive. A DC 15 strength check will be required to open the heavy, stone doors.

A light fog hangs in the air, and thick, sturdy roots, protrude from the hillside. Carved into the southern face of the hill, a set of stone double doors, lined with strange runes, are held shut by moss, roots, and vines. Large, black granite, demonic statues flank the doors to the main entrance. Half a dozen figures can be seen near the entrance.

WANDERING MONSTER ENCOUNTER TABLE

While exploring the temple, you can use this random encounter table to challenge the party. Allow the complex to react to the party's actions; the sounds of battle, a cultist patrol, or ill-fated creature wandering the halls are all reasons to roll on the random encounter table. Check for a random encounter after every 30 minutes that the adventurers spend in the complex. Some creatures on this table are from Mordenkainen's Tome of Foes; if you do not own this supplement, their stat blocks can also be found in appendix B.

DM'S NOTES

Descriptive information for Passageways, referred to as P1, P2, etc., can be found at the end of level 1 after room descriptions.



d100	Result	d100	Result
01-08	Maurezhi (MTF)	59-64	1D4+1 Cult Fanatics
09-13	1D8+1 Animated Armor	65-74	No encounter
14-19	Flesh Golem	75-78	1D6+2 Ghosts
20-22	No encounter	79-80	1D6+1 Zombies
23-27	1D6+1 Yuan-Ti Malison	81-83	1D4+1 Helmed Horror
28-42	Flameskull	84-85	No encounter
43-44	1D8+3 Ghouls	86-92	1D4+1 Dretch
45-53	No encounter	93-94	Cambion
54-56	1D6+1 Skeletons	95-96	1D6+1 Rutterkin (MTF)
57-58	1D4+1 Wights	97-00	No encounter

0. TEMPLE ENTRYWAY



As the heavy stone doors open, bright torchlight projects throughout the hallway. Thick green moss covers the walls, and there is rubble strewn about the floor.

There are two **yuan-ti malisons** in this room. After one round of combat four more enter the fray, one from each door, except from the door leading to P5.

1. SACRIFICIAL CHAMBER

A 10-foot by 15-foot man made room opens to a dimly lit natural cave. A coppery scent fills the air, and you hear a liquid softly bubbling somewhere within the cave. The sounds of something being dragged on the stone floor can be heard as well.

Upon entering the room, the group is attacked by four **wood elf zombies** (pg. 316, MM). Two natural alcoves on the northern cave wall contain blood-filled fountains. Bits of bone, cloth, rubble, and other debris lay about the floor. If the group searches the fountain on the northwestern alcove, a successful DC 15 Intelligence (investigation) check, reveals a compartment with a **scroll of animate dead** and 16 gp.

Altar. In the center of the cave, an altar approximately 10 feet in length, 3 feet wide and 4 feet high sits with a recently slain a male halfling atop it. There is a pouch with 11 gp on his person. Next to his left hand, rests a dagger with an ivory pommel and a green eye agate in the center of the hilt, worth 260gp.

2. LIBRARY

Three bookshelves with five shelves each are stacked with books, parchments, and tomes along the eastern wall. Most of the books deal with cult hierarchy, lore, rituals, serpents, and demons. There are two desks in this room, one along the northern wall and another along the southern wall. The desk on the northern wall has three drawers on the right-hand side. The first drawer has an assortment of quills, inkwell, and a letter opener. The second has a single bronze chain with a citrine amulet worth 55 gp. This amulet is eerily like the one the man in Boareskyr Bridge and Beeble wore. The final drawer is filled with blank paper. A **black pudding** (pg. 241, MM) lurks behind the southern desk.

3. CRYPT

There is one **cult fanatic** and two **skeletons** (pg. 272, MM) in the crypt. There are three sarcophagi in this room, two of them with freshly-killed corpses. Strangely, they have been drained of blood, and their organs removed, including their eyes. The one on the southern wall is empty with the lid, slightly ajar. The cult fanatic wears a bronze-chained citrine amulet worth 55 gp.



4. TORTURE CHAMBER

There are two pillories on the western wall, a rack and boiling barrel in the middle of the cave, and an iron chair in the southeast corner. On the eastern wall, there are three pairs of shackles. There are currently no prisoners held here. A **cult fanatic** and two **yuan-ti malisons** patrol the room. The cult fanatic wears the signature bronze chain with citrine amulet worth 55 gp.

5. CELL

This is one of many cells in this long hallway. Inside the cell, a male svirfneblin sits amongst the hay, and a bucket sits in the southwest corner. If the group engages him, he states he has no idea how he got here but promises to pay them in semi-precious gems (DMs discretion up to 100gp) if they aid him in his escape. His name is **Namfoodle Blueboots (commoner pg. 345, MM)**. If released, flees for Hardbuckler.

6. CELL

A male gnome merchant of spices, foods, and housewares by the name of **Jasper Tellos (commoner pg. 345, MM)**, begs to be freed. He too offers a reward for his release, of 100 gp, which may also be claimed in Hardbuckler.

7. CELL

This cell is empty except for the bloodstains throughout the hay on the floor.

8. CELL

This is an empty cell.

9. CELL

A male Elf dressed as a cult member occupies this cell. His name is **Malfesius Anthalthas** (appendix C). He is missing the trademark bronze chain and citrine amulet that other cult member's wear. If questioned, he states that whatever spell was over him is now broken. He was once a Cleric of Correlon Larethian and, if he is not freed, will likely be tortured, and killed.

He offers to aid the party if he is freed in an attempt to redeem himself in the eyes of the god he abandoned for the cult. He can provide useful information about the temple complex and the portals mentioned by the "travelers" from before their untimely demise. Before the group departs, he asks they also free his sister, Hannoria, from another cell down the way (#13).

10. CELL

This is an empty cell.

11. CELL

This is an empty cell.

12. CELL

This is an empty cell.

13. CELL

This cell is inhabited by a female elf dressed in supple leather and cloth with forest colors. She is **Hannoria Anthalthas** (appendix C), sister to Malfesius. She came here to try and free him from the clutches of the cult, but was captured instead. If she is freed, she also asks the group to free her brother from another cell (#9).

14. CELL

A **centaur** (pg.38, MM) dwells in this cell. If released, he attacks anyone who gets in his way and heads for the entrance to return to the forest.

15. CELL

This is an empty cell.

16. LECTURE ROOM

A chalk board hangs on the northern wall, and a podium, worn with use, stands near it. Nine desks and their accompanying chairs are aligned in a three-by-three square at the southern end of the room. Each corner of the room is lit by a torch hanging in the sconce. There is nothing of note or value in this room except for books, parchment, scrolls, inkwells, quills, and other similar items.

17. STOREROOM

A small well with a large crack running through the face if the stone ring sits in the center of the room. A bucket with rope attached to it rests on the ledge of the well. There are four medium sized casks on the northern wall. On the western wall, there are three medium size crates and on the eastern wall, there is a medium size chest. The chest is a **mimic** (pg. 220, MM). If anyone handles the bucket or gets within 5 feet of the well an **ochre jelly** (pg. 243, MM) attacks. The casks are full of water, and the crates are full of fine brown dust.

DM's NOTES

There is the possibility that when either one of the creatures that occupies this room attacks the other will be alerted and attack as well.

Well. The well is roughly seven-and-a-half feet in diameter and descends approximately 30 feet before it opens into a dry cistern that is roughly 10 feet long, 10 feet wide, and 10 feet deep. The cistern is dry. If the party climbs down the well, they find the remains of various creatures that the ochre jelly has consumed. Amongst the debris is 9 gp, 11 sp, 21 cp and a lapis lazuli gemstone worth 10 gp.

18. SACRIFICIAL CHAMBER

The room smells of putrefaction, and you see heaps of trash in each alcove. A stone platform with a large scorch mark in the middle rises one foot off the ground. Around the burn mark, there are four runes etched into the ground.



A **carrion crawler** (pg. 37, MM) lurks on the ceiling above and attacks the first character to examine the altar. Characters with a passive Perception score lower than 15 are surprised for the first round. A successful DC 18 Intelligence (Investigation) check reveals the crawler before the attack.

19. ARMORY

All three walls of this room are lined with weapons and armor racks. There are three suits of chain mail, two suits of half plate, two shields, three longswords.

20. STOREROOM

This is an empty room.



21. LAIR OF SMARAGDUS



Smaragdus is present. She is a **young green dragon** (pg. 94, MM). Read the following aloud if entering from the hilltop entrance:

Piles of copper, gold, and silver coins, interspersed with trinkets and other baubles, are dominated by the presence of an emerald-green dragon. Torchlight glints off the coins and the scales of the beast as it rests on a raised dais in the center of a massive room.

Smaragdus is not present:

Piles of copper, gold, silver coins interspersed with trinkets and other baubles dominate the view from above. Torchlight glints off the coins on a raised dais in the center of a massive room.

The young green dragon will return immediately after the group enters the lair from above.

If the group enters the lair from inside the complex, Smaragdus is always here. As soon as they enter the room, she takes flight and six **yuan-ti malison** attack. The raised dais on which the treasure rests is 15 feet long, 20 feet wide, and 3 feet high with steps on each face of the dais. Four pillars 10 feet in diameter dominate the room, their torches illuminating the dais and its treasures. If the Yuan-ti are

defeated, Smaragdus returns, perches on a nearby ledge, and unleashes her breath weapon into the room. If she is slain, the treasure hoard contains the following: 500 cp, 7,000 sp, 1,800 gp, 110 pp, three amethysts, five garnets, seven pearls worth 100 gp each, and a **rod of security** (pg. 197, DMG).



22. ROBE ROOM

The cult's robing room is furnished with a bench in the southeast corner of the room and two armoires. The northwestern armoire contains four sets of the cult's uniforms; maroon robes, belts, boots, leggings, tunics, and the trademark amulet. If the party searches the southwestern armoire with a successful DC 15 Investigation check, they will discover a sliding panel and a secret door into room 24.

23. STOREROOM

This is a simple storeroom with two casks filled with poor quality wine and two doubled-stacked crates of fine brown dust.

24. PUZZLE ROOM

A gust of cold, damp air comes through as the panel gives way to a passageway. The way ahead is dark.

On the southern wall of the room, five stones are painted with images of serpents. The stones are carved in the shape of six-sided dice, with each side

facing outward in a circle pattern. Each die is carved from a differently-colored stone; starting from the top going clockwise they are black, blue, green, red, and white. The following words are inscribed below the painted stones:

I can consume almost any material yet leave a bitter taste in your mouth; I am capable of immense destruction and many shudder at the sound; I can suffocate all who breathe and I am sly; I can be your best friend or worst enemy in the most trying of times; I am capable of numbing pain and may restrict your movement despite all your efforts.

The above words are clues to the puzzle. After the characters finish reading the inscribed words, each stone protrudes six inches from the wall, and shifts two spaces clockwise. When they move, a plinth simultaneously rises from the floor in front of the wall. Five square slots have been carved into the face of the plinth in an identical layout as the stones on the wall. The stones on the wall can be removed and inserted into these slots. Each slot has a distinct image inscribed on the back wall; starting from the top: a vial, a narrow triangle, a small cloud, a large cloud, and a flame.

Reading the inscription on the wall causes a solid stone door (SD) to shut in the hallway leading into this room, trapping the party inside. Completing the puzzle is the only way to open this door. The stones protruding from the southern wall must be placed in the appropriate slot in the plinth that rose from the floor. The solution to the puzzle is as follows:

Black Serpent inserted into Vial

Blue Serpent inserted into Large Cloud

Green Serpent inserted into Small Cloud

Red Serpent inserted into Flame

White Serpent inserted into Narrow Triangle

Upon completing the puzzle, a block on the eastern wall approximately five feet off the ground opens and reveals a *rod of absorption*. It has 22 spell levels already used and has 28 spell levels available for storage.

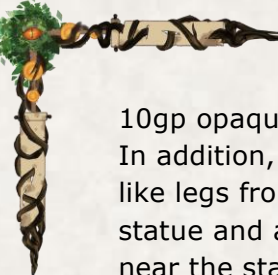


25. SERPENT TRAP ROOM



A one-foot diameter stone statue of a serpent wrapped around a tree, its ivory-fanged maw opens as if to bite, stares at you from the center of the room. Its eyes gleam, as if jeweled, and scales sparkle when light strikes them.

This is the cult's representation of whatever evil god they now worship. Perhaps the temple's yuan-ti population also worship this serpentine deity. The statue has the following gems embedded: two-50gp translucent green chrysoprase for eyes, four-250gp ivory fangs, and 20-



10gp opaque gray-black hematite scales. In addition, there are three pairs of lizard-like legs from the rear to the middle of the statue and a pair of humanoid-like arms near the statue's head. The left arm holds a *shield* (Shield of Malabydus' Breath) and the right holds a *sword* (Blade of Expeditious and Critical Combat). See appendix D for both magical items.

If the party removes anything from the statue, it activates a series of traps in the room. The first trap closes and locks the doors. To open the door, the PCs must make a DC 25 strength check. All checks are made with disadvantage due to internal locking mechanisms in the door. The second trap releases poison gas (20-ft. radius) centered on the statue. Each creature standing in the gas must make a DC 18 Constitution saving throw. A creature takes 20 (4d10) poison damage on a failed save, or half as much on a successful one. The third trap releases a flurry of darts into the room; each character must make a DC 18 Dexterity saving throw, taking 10 (2d10) piercing damage on a failed save. The fourth trap causes a spear to shoot out of the ground of each 5-foot square, each character must make a DC 18 Dexterity saving throw, taking 5 (1d10) piercing damage on a failed save. The fifth trap opens the doors and summons three *yuan-ti malison*.

After the first trap triggers, the subsequent traps activate every 12 seconds or every two rounds. There are two ways to shut down the traps: A successful DC 20 Dexterity check using thieves' tools accessing the maw, or destroying the head. The Statue has an AC of 17 with 45 hit points, and is resistant to slashing and piercing damage. If the head is destroyed, the trap sequence stops, but also triggers a final trap: A second dose of poison gas with the same amount of damage and saving throw requirements and results.

26. STOREROOM

Except for a thin layer of dust, this room is empty.

27. SMALL SACRIFICE ROOM

Strange runes adorn the walls of this room. Blood stains cover the floor, and a small wash basin is tinged red.

The runes are indecipherable. This is another sacrificial room.

28. ANIMATION ROOM

There are four, 5-square-foot pillars in the room. This room is damp with small puddles of murky water on the floor. From the entrance, each pillar has a set of shackles for both hands and feet on each side, for a total of 16 sets. From initial observation, the southern face of all four pillars have what appear to be corpses still shackled to them.

If the party enters the room, four "corpses" (*ghouls*, pg. 148, MM) awaken, attempting to attack the PCs but are restrained by their shackles. On the northern face of the third pillar from the left, a *ghast* (pg. 148, MM) has broken free of its restraints. Though it immediately engages the party, it prioritizes freeing the restrained ghouls when possible. The ghast and ghouls are all wearing the cult's signature citrine amulets.

29. HALLWAY

At first glance, this hallway only has three exits; a character who succeeds on a DC 18 Intelligence (investigation) check discovers a secret door along the western wall leading to room 30A. If no one discovers the secret entrance by the time they reach room 33, Panchdhatu reaches out to them telepathically and informs them of the hidden door.

30A. FUNGUS CAVE

This cavernous room is filled with large red fungi. A band of gray slathering, creatures mill about as a foul stench permeates the cave.

A group of six *dretch* (pg. 57, MM) block the way deeper into this cave. The opening on the other end of the cave leads to 30B.

30B. PORTAL CAVE

A large gorilla-like beast sits menacingly in front of what appears to be a bluish-green portal.



The **barlgura** (pg. 56, MM) guarding the portal immediately attacks the first character it sees, using the variant Summon Demon ability after the first round to attempt to summon another barlgura.

The portal is a conduit to the Abyss. Near the portal are robes, a citrine amulet, and a pile of fine brown dust. A character who succeeds on a DC 18 Intelligence (investigation) check also finds a *key of Panchdhatu* near the robes. Give the below box text to the first character to pick up the key. The stone speaks telepathically with this character. This is the only time where it will communicate in this manner. This is the first instance where the stone begins to involve itself in what transpires in the temple.

"Greetings traveler, I am Panchdhatu. You hold the key to close this portal. There may be more keys and more portals, but it is up to you to find and close them. Perhaps, I will speak with you again...or not. But know that I am watching..."

This is the first of many interactions the PCs will have with Panchdhatu moving forward.

31. FLOODING TRAP ROOM

This room is littered with bones, and a single chest rests along the northern wall. The doorway immediately gives way to an immense pit.

There is a 2-foot-wide ledge along the walls, and a ladder in the southwest corner descends into the pit which is 15 feet deep and the total height of the room is 30 feet. Four metal pipes, one in each corner, feed into the room from above. When the first character sets foot on the floor below, the door shuts and the pipes begin to flow with water, filling the chamber at a rate of 6 inches per round until it reaches 15 feet.

To open the door, a character must succeed on a DC 18 strength check. To stop the flow of water, the party must either pull the lever found in room 32 or block the pipes with large plugs hanging from the lanyards 15 feet above the pit.

The chest at the northern end of this room is locked and requires a successful DC 20 dexterity check with thieves' tools to open. The chest holds the following contents: 1 pearl worth 100 gp each, and 1 Black Opal worth 1,000 gp; 70 cp, and 11 pp. Characters who rummage through the bones find 53 gp and a single *winged boot*. The other boot can be found in room 20 on the second level.



32. FLOODING TRAP LEVER ROOM

There are two **yuan-ti malison** in this room. The lever to secure the trap in room 31 is located here.

33. SHAFT ELEVATOR ROOM

In the northeastern corner of this room, there is a 20-square-foot shaft with a hand-cranked elevator platform locked in the Up position. This elevator platform descends into the depths of the Temple Complex and will take the party to level 2A. If Malfesius and Hannoria are still alive by this point, they part ways with the group as the deeper levels are too dangerous for them. They wish the adventurers luck and hand them four *greater healing potions*.

PASSAGEWAY 1.

There is a **yuan-ti malison** standing guard by the door leading into passageway 3.

PASSAGEWAY 2.

When the group enters this passageway, a **cult fanatic** steps out of room 4. The fanatic wears the cult's signature citrine amulet.

PASSAGEWAY 3.

This is the main hallway for the cells holding prisoners of the Temple Complex. There are four **yuan-ti malison**, once alerted to the party's presence, they take defensive positions. One malison toward the rear pulls a lever on the northern wall, dropping in a **yuan-ti abomination** (pg. 308, MM) from above next to cells 9, 10 and 11.

PASSAGEWAY 4 THRU 7.

Empty. The door to P5 is rotted away.

PASSAGEWAY 8A.

A **cult fanatic** is in this hallway. The fanatic wears the cult's signature citrine amulet.

PASSAGEWAY 8B AND 8C.

Empty.

PASSAGEWAY 8D.

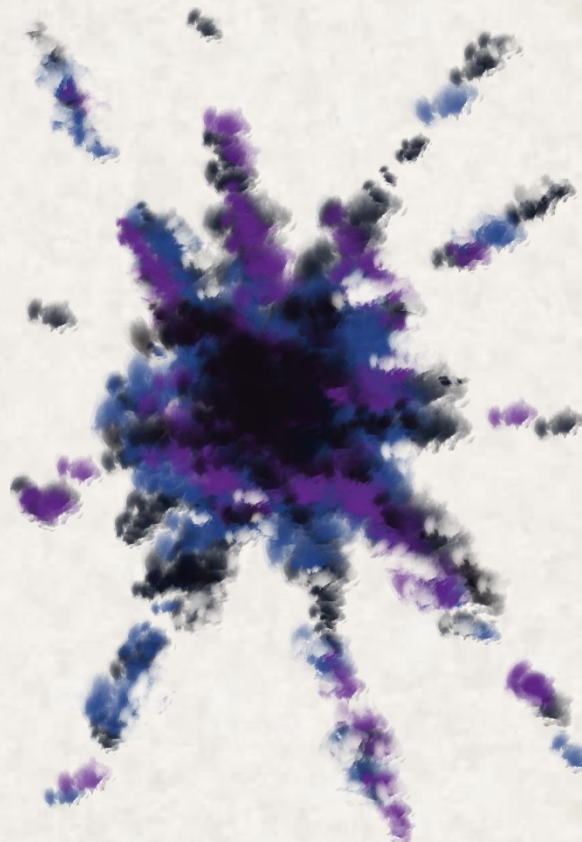
A humanoid figure with infernal wings and a tail moves down the passageway. There are several other shadowy figures in tow behind it.

The **cambion** (pg. 36, MM) is followed by three **yuan-ti malison**.



PASSAGEWAY 9 THRU 11.

Empty.



CHAPTER 4: TEMPLE COMPLEX LEVEL 2

The second level of the Temple Complex is broken up into two parts. 2A is where the PCs descend via the lift from level 1, room 33. The challenges are more intense on this level as Panchdhatu reacts to the party's actions. The following table is used for random encounters on level two. The maps can be found in appendix A.

d100	Result	d100	Result
01-08	1D2+1 Barlgura	59-64	1D4+1 Cult Fanatics
09-13	1D10+2 Manes	65-74	No encounter
14-19	Grick Alpha	75-78	1D4+1 Dretch
20-22	No encounter	79-80	Gibbering Moulder
23-27	Gelatinous Cube	81-83	Black Pudding
28-42	Otyugh	84-85	No encounter
43-44	Vrock	86-92	1D6+1 Yuan-Ti Malison
45-53	No encounter	93-94	1D4+1 Quasit
54-56	Cambion	95-96	1D3+1 Wights
57-58	Roper	97-00	No encounter

DM'S NOTES

Descriptive information for Passageways, referred to as P1, P2, etc., can be found after the room descriptions in this chapter.

0. LIFT ROOM

As the lift descends, bright torchlight begins to wash over you. The room below is made of well-crafted stone. There are four sets of double doors, one in each of the cardinal directions. As the lift settles, you hear a voice speaking in a strange tone echoing off the stone walls. "Welcome adventurers. Faerun is in danger, and your heroism is needed. There are eleven portals and eleven keys, with each key connected to a specific portal. The portals are gateways to the Abyss, where demons are entering Faerun to wreak havoc, harvest souls, and gain followers to help them in their Blood War with the Devils of the Nine Hells. I will monitor your progress and perhaps provide aid when I can. Good luck, and adventure well."

This is the entryway to Level 2A, and the voice speaking to the group is Panchdhatu. At certain milestones throughout this level, Panchdhatu will speak with the party, their voice echoing through the complex. Such milestones include when a portal key is acquired, a portal is closed, a significant demon is defeated etc.



1. STOREROOM

This is a storeroom used for the storage of various dry goods. There are three rows of shelves on each wall and three crates on the floor. A character who performs an extensive search and succeeds on a DC 15 Intelligence (Investigation) check finds six *greater healing potions* among the crates.

2. ABYSSAL SPIDER LAIR

There is an opening in the ceiling of this room approximately roughly five-feet in diameter in the northwestern corner. The opening, covered in webs, is the lair of an *abyssal spider* (appendix B). The room itself is covered with dust, and there are several husks of what is left of the spider's victims.

3. MAGIC MISSILE TRAP ROOM

There are two 2.5-foot diameter pillars centered along the western and eastern walls of this room. Both of these smooth, nondescript structures are made of yellow-white limestone and feature alcoves with a bluish-white glow. Upon entering the room, the trap is set and 5 darts, +6 to hit and dealing 1d4+1 force damage on a hit, fire

from each pillar. The darts will target the first character that comes through the entrance. There is a single sack of 50 gp in the middle with a small tear in it where a few coins spilled out.

4. SMALL SHRINE

A large statue on the western wall dominates this room. A serpent's head, prominently displaying its fangs and forked tongue, looms over a gentle pool of crystal-clear water. Water spills from the statue's jaws and into the pool.

The fountain juts five feet from the western wall and runs the entire length of the wall. The statue's two eyes are jade gemstones worth 100 gp each, and the four ivory fangs are worth 125 gp each. The statue is roughly 5 feet in diameter. The water is cool to the touch, but if anyone who drinks the water must make a successful DC 20 Wisdom saving throw with disadvantage or be paralyzed as if the *hold person* spell was cast on them. Characters who succeed the saving throw take 10 poison damage and are not paralyzed.

Attempts to remove anything of value from the statue cause it to animate and attack anyone within its 5 foot reach. Treat the statue as a **giant poisonous snake** (pg. 327, MM). If defeated, it crumbles into the pool of water below, leaving behind the gems and ivory. Anyone standing in the pool of water when the statue crumbles must make a DC 18 Constitution saving throw with disadvantage, taking 10 poison damage on a failed save or half as much damage on a successful one.

5. CAVE OF CELLS

A massive cave interspersed with stalagmites and stalactites covering the floor and ceiling spreads before you. There are over a dozen faintly glowing torches that fill this cave with the pungent odor of oil. Several humanoid figures in various states of misery are in small, cramped cells.

This large cave is a prison for various unfortunate souls who await their fate at

the hands of the demon cult. There are eight 125-cubic-foot cells up against the east, south, and west walls guarded by four **yuan-ti malison** and a **hezrou** (pg. 60, MM). After the first round of combat, six **cult fanatics** come to their aid. If a prisoner is released from their cell, read the following:

As prisoners are being freed, Panchdhatu's voice can be heard, "Oh, they are not going to like you freeing their prisoners, oh, no they will not." As the voice fades away, an eerie cackle breaks the sudden silence.

The eight cells contain the following:

Cell 1: **dryad** (pg. 121, MM).

Cell 2: This cell is different than the others. It is covered in a fine mesh as if whatever is inside is small enough to escape a normal cell. There are three **pixie** in this cell (pg. 253, MM).

Cell 3: **satyr** (pg. 267, MM).

Cell 4: A gnome by the name of **Ophidius Gloomglow** (commoner pg. 345, MM) is held in this cell. Another unfortunate merchant from Hardbuckler who fell into the clutches of the cult.

Cell 5: This cell has the remains of a rotting corpse, its features unknown due to the state of decay. A character who succeeds on a DC 15 Intelligence (Investigation) check discovers a **key of Panchdhatu** for portal 1, room 12 on the body.

Cell 6: Like cell 2, this cell is covered in a fine mesh to contain creatures small enough to escape a normal cell. There are three **sprite** (pg. 283, MM).

Cell 7: The occupant of this cell is **Jaryn Blade**, a Zhentarim spy who uses the **veteran** (pg. 350, MM) stat block.

Cell 8: Empty.

The malisons hold the keys to the cells, and you can roleplay the prisoners as needed to fit the adventure. The fey creatures aid in combat if released, but will flee for the surface at the first chance. Ophidius promises a reward upon return to Hardbuckler and the Zhentarim, well, roleplay him how you, the DM, see fit.

Options for Jaryn could be accompanying the group to gather intelligence for his organization or he could be after one of the magical items in the complex that the Zhentarim may have gotten word of.

6. WILLIAM THE SHOPKEEPER

The solid iron door, fit with a 36-square-inch barred window on the upper half, to this room is locked. A sliding panel on the opposite side of the window prevents anyone from peering inside. If the characters attempt to pick the lock or use force to open the door, read the following (using your best Eric Idle impersonation):

"Haven't you heard of knocking," shouts a voice. "This is a bloody dungeon you know, and there are wandering monsters, cultists, demons, and the like ready to rip my guts out, and you don't even have the common courtesy to knock."

If they manage to somehow damage or destroy the door, read the following:

"Bloody hell!!!, I'm going to have to fix that! Do you know how much that is going to cost me? I have to pay someone to come down here, sneak past monsters, cultists, and demons, and then fix my door. It's not like there's a damn town down here replete with craftsmen, guildsmen, and other artisans."

If they only investigate the door, read the following:

The sliding panel on the other side of the window open. "The names William, welcome to my shop. I know, I know, you're wondering, shop?! Yes, there is a bloody shop down here, and boy does that blasted stone tax the hell out of me. So, if you don't mind, spend a few silver on me store and I can pay those taxes".



This is the General Store of William the Shopkeeper. Panchdhatu has allowed him to set up shop in the complex and cater to adventurers. He sells everything available in the PHB except for mounts and vehicles. In addition, he has one of each potion available in the DMG, except for potions of healing. He has six of *healing*, four of *greater healing*, two of *superior healing* and one of *supreme healing*. All prices on all goods are marked up 25 percent.

William conducts all business from behind the door. If the part destroys or damages the door, it will take some convincing for him to sell them anything. A successful DC 18 Charisma check will be sufficient to get him to resume commerce but with an additional markup of 5 percent. To transfer purchased goods, a portal opens on the wall to the right of the door, expanding to the appropriate size for all purchased items to come out. Before opening the portal, William asks the group to lift a small shelf on the wall to prevent any fragile items from breaking.

7. STOREROOM

This is an empty storeroom.

8. ARMORY

The armory for this level of the complex has several weapons and armor racks along the walls. The racks contain two suits of chainmail, one set of half plate ,

two shields, three longswords, two morningstars, and one warhammer.

9. VIVISECTION ROOM

Inside this torture room, a corpse is splayed and pinned to a vertical table. Drained of blood and with its organs removed, the corpse has a blank expression, the pain from its now lifeless body long gone. A trough below the corpse contains its blood, and its organs are collected in three small urns on a table along the eastern wall. There is also a brazier nearby filled with ashes. There is nothing else of note in this room.

10. BOILER ROOM

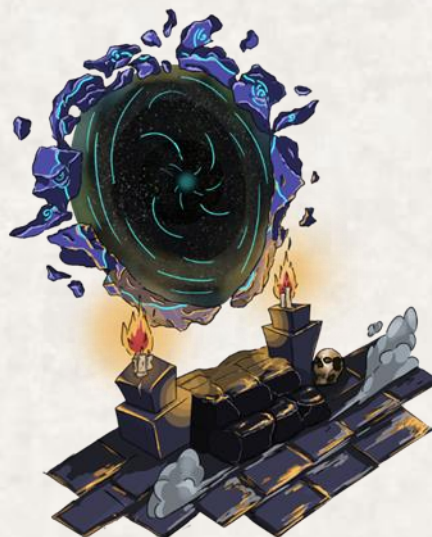
Two medium sized barrels filled with boiling liquid rest upon a platform with a fire burning beneath them. A hand, its flesh bubbled and sloughing off from the intense heat and steam, rises to the surface of the first barrel as the party enters the room.

11. PASSAGEWAY

This large passageway has two doors to the north. Apart from three **mezzoloth** (pg. 313, MM), this room is bare, with a cold stone floor. The mezzoloths are mercenaries for the demon army attempting to enter faerun. There is a chance that instead, of engaging in combat, they can be bribed with gold, precious gems, or magical items.



12. PORTAL ROOM (PORTAL 1)



This massive, cavernous room has several piles of rubble from recent cave-ins. There are half a dozen alcoves, and the cave is dominated by a huge portal with an eerie green glow. A large creature blinks into existence as another humanoid figure disappears, instantly leaving behind their clothing on the ground.

The creature that appeared on the portal is a **barlgura** (pg. 56, MM). Three **cult fanatics** and four **yuan-ti malison** rush to join it before combat begins. After the first round of combat, the barlgura attempts to summon another using its variant Summon Demon ability. In the northeastern alcove, a **cultist** (pg. 345, MM) cowers, in fear of what has transpired. During the fight, the cultist removes their amulet and attempts to escape from the temple. If the party survives the battle, and they have the portal key obtained in room 5, Panchdhatu speaks, its voice echoing in the cave. If they have the key of Panchdhatu, it will begin to vibrate.

"Hurry! Close the portal before more demons come through."

If the party does not have the portal key, Panchdhatu instead says:

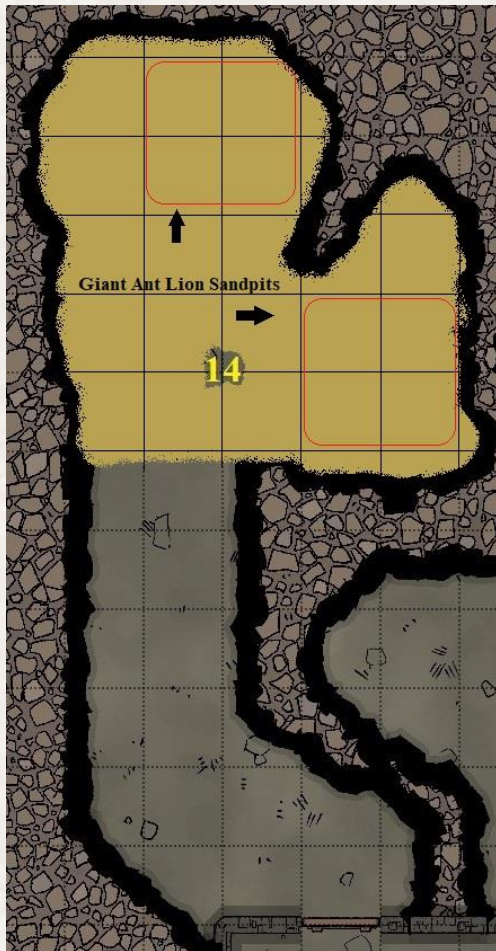
“Looks like you forgot something. I suggest you return to where you have been before and redouble your efforts to find the key. Oh, but it appears another guest has arrived.”

As Panchdhatu’s words trail off, echoing laughter can be heard. An **armanite** (appendix B) appears on the portal.

13. DOMINION OF THE SPIDER QUEEN

This cave has several large alcoves rife with webs, cocoons and eggs scattered throughout. There are three **abyssal spiders** (appendix B) and a **drider** (pg. 120, MM) in the northeastern alcove. The Drider has a **key of Panchdhatu** for portal 8, room 56a hanging from its neck by a chain.

14. SANDPIT



The sand at the entrance of this room is roughly six inches deep and gets progressively deeper further in. The sand in the northern and eastern alcoves is

treated as difficult terrain and the characters will find themselves being drawn into the sand pits if they venture into the shaded areas as depicted in the above map. All characters being pulled must succeed on a DC 18 Dexterity (Acrobatics) check or be pulled 5 feet closer to the sand pit at the end of either alcove. The closer a character gets to the sand pit, the higher the skill check DC to stop their movement. For a complete list of the skill check DCs, refer to the Sand Trap table below and only use in the shaded areas. Once a character has stopped moving, they must make a DC 18 or higher Strength (Athletics) check to pull themselves out of the sand. If a character is fully drawn into a sand pit, they are surprised by a **giant ant lion** (appendix B). The giant ant lions are located inside the red squares on the map.

Sand Trap Table

ABILITY	15 ft.	10 ft.	5 ft.
DEX DC	18	20	22
STR DC	18	20	22


15. COLLAPSED CAVE

This cave is empty except for the large amount of rubble from a cave-in on the floor in the northeastern part. Characters who succeed on a DC 18 Strength check and a DC 15 Intelligence (Investigation) check discover an access point into room 16.

16. SHEEPSLAYER

As the loose stone gives way, you see a dark, damp cave lit by the faint yellow glow of bioluminescent mushrooms. There is a small white goat nibbling on the fungi on the cave wall.

If the characters go further into this cave, there is a large alcove to the west and an extension of the cave to the north (room 17). In the first alcove, there is a figure lying on the cave floor facedown, and a goat grazing on some of the nearby mushrooms. They appear to be asleep, snoring loudly with a half-eaten mushroom next to their left hand. If anyone in the party attempts to investigate the figure,



the goat trots over to the figure and nudges them awake.

Hallstein the Sheepslayer (appendix C) is clad in chain mail, a long fur cloak and fur boots, and a helmet adorned with large ram horns. With drool and dirt on his face, Hallstein looks around, pets the goat, and rises.

The man standing before you is massive, more than 6 feet tall and, though thin, is well toned and muscled. He puts his hand on the imposing greatsword at his side, and calmly asks, "Do I need to use this?"

If the party responds favorably, read the following:

"Well, glad I don't have to. You know, you should try the mushrooms." The goat "baaaaaahhs" in the background. "Actually, only if you need a nap. Well, I'm Hallstein, some call me Sheepslayer back home."

After he introduces himself, he will head off on his own. If the party makes a strong enough case, Hallstein may instead join the group for the remainder of their journey. If not, you can have Hallstein, arrive later to provide assistance when an encounter takes a turn for the worse.

17. MUSHROOM CAVE

This is an extension of room 16. It is covered in the same bio-luminescent mushrooms and bathes the room in the same light.

18. STOREROOM

In this storeroom, there are six crates stacked three high against the southwestern wall. If the group investigates, they find each crate is filled to the brim with fine brown dust.

19. GUARDHOUSE

This is a guard shack with a table, four chairs, and four **yuan-ti malisons**. The weapons and armor racks along the eastern and western walls of this room are empty, their contents clearly being used by the malisons.

20. LEAP FOR THE KEY

The first 10 feet of this room is a deep, dark chasm, with no discernible end. At the far end of the room, there is a statue of a humanoid with a serpent's head. A **key of Panchdhatu** for portal 3, room 47 hangs around the statue's neck. If anyone falls into the chasm and doesn't grab the ledge at the end of the room, they fall 30 feet and, just before they hit the ground, are transported to the "unknown" room at the end of P4a. After being transported to this room, they strike the ground suffering 3d6 bludgeoning damage. If they manage to get across the chasm, they can get the key from the statue. In addition, there is a single **winged boot** that matches the one found in room 31 on the first level, completing the pair.

21. MUSH ROOM

Fungi overwhelm the space of this room. Many of the mushrooms are as large as a man and give off a faint bitter smell. An alcove in the western wall gives off a faint glint of light.

Traversing through the mushrooms in this room is difficult terrain. The mushrooms are as tall as the room, so any attempt to navigate above them will be almost futile. Characters must make a DC 20 Dexterity (Acrobatics) check to successfully navigate around the mushrooms. If they fail the dexterity check by 5 or more, spores are released. These choking spores deal 2D10 poison damage to all creatures in a 10-foot radius. A successful DC 18 Constitution saving throw results in half damage. The western alcove is the only area free of mushrooms and contains a single pedestal with a **key of Panchdhatu** resting on it for portal 2, P7.

22. CHAMBERS

This room contains four beds, each with an adjacent nightstand and a small chest at the foot of the bed. These cultist sleeping quarters hold nothing of value.

23. SHRINE ROOM

There is a small shrine in the center of this room. A character who succeeds on a DC 15 Intelligence (Arcana) check determines that the statue is of a Marilith. The shrine is drenched in fresh blood, bits of bone, teeth, and other viscera. Though there is nothing else of value in this room, a successful DC 15 Intelligence (Investigation) check reveals a secret sliding door in the northwest corner of the room leading to room 25.

24. MEAT LOCKER

Corpses, flayed and gutted, hang from the ceiling by meat hooks, their vacant faces crying out in agony. The room is strangely cold, with every breath expelling warm air into the meat locker.

Except for the half dozen bodies hanging from hooks, there appears to be nothing of note here. An occasional rat can be seen crawling on the floor or on a corpse.

25. SECRET TREASURE OF NOTHING

Two medium size chests rest along the western wall. They are locked and will require a DC 15 Dexterity check with thieves' tools to unlock. Failing the check triggers the first trap, releasing a poison gas in a 10-foot radius. Each character in the radius must make a DC 18 Constitution saving throw, taking 2d10 poison damage on a failed save, and half as much damage on a successful one. Once opened, three darts will shoot out of the chest, +6 to hit, doing 1D4 piercing damage each. The chests are both empty.

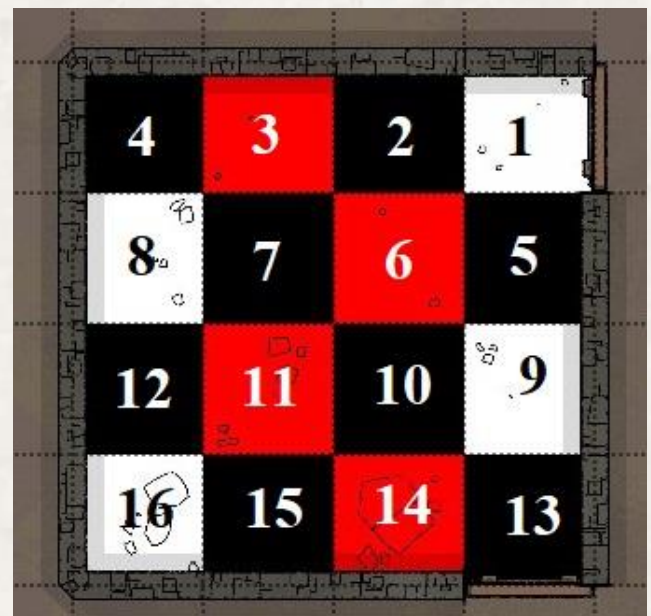
26. CHALLENGE ROOM 1

There is a door in the southwest corner of this room with an arrow, painted on the floor in blood, pointed at it. There is a handprint next to the keyhole and the word "key" written in blood. Small rivulets of water, coming from underneath the door, streak across the floor. The door is locked but can be picked on a successful DC 18 dexterity check using thieves' tools. The door leads to room 27. The door has the following stats: AC: 15 HP: 30.

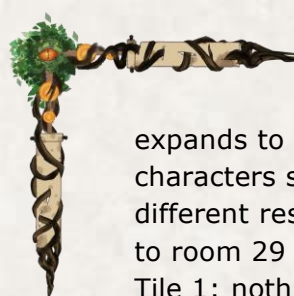
27. CHALLENGE ROOM 2

Upon opening this door, a massive wave of water overwhelms all in its path, dealing 2D4 bludgeoning damage to all creatures within a 10-foot radius in front of the door. When the wave subsides, the floor of this room is littered with flopping fish, gasping for water, and two bloated corpses. If the party searches the bodies, they find nothing of value. There are two grates covering a 6-inch diameter hole on the northern and southern walls. The door in the northwestern corner is locked and can be picked with a successful DC 20 Dexterity check using thieves' tools. As soon as someone begins attempting to pick the lock, the door to room 26 closes and water flows from the grates, gradually filling the room. In addition, the door to room 28 turns into a **mimic** (pg. 220, MM) and attacks. The actual door is behind the mimic. To stop the room from flooding, the door must be picked or destroyed after defeating the mimic; The door has the following stats: AC: 15 HP: 30. Water fills the 10-foot-tall room at a rate of 1 foot per minute. If the door to room 26 is successfully opened, the flooding immediately stops.

28. CHALLENGE ROOM 3



The tiles on the floor are three different colors in the pattern shown above. The room starts as 10 feet cubed but magically



expands to 20 feet cubed when the characters step onto Tile 1. Each tile has a different result when stepped on. The door to room 29 is not locked.

Tile 1: nothing.

Tile 2: *Hold Person* (DC 18) is cast on whomever steps on this tile.

Tile 3: Stepping on here causes spikes to shoot out of the floor on Tiles 3, 6, 11, and 14. Characters on these tiles must make a DC 18 Dexterity saving throw, taking 3d6 piercing damage on a failed save or none on a successful one.

Tile 4: nothing.

Tile 5: nothing.

Tile 6: Stepping on here causes spikes to shoot out of the floor on Tiles 3, 6, 11, and 14. Characters on these tiles must make a DC 18 Dexterity saving throw, taking 3d6 piercing damage on a failed save or none on a successful one.

Tile 7: Stepping on this tile summons a **beholder zombie** (pg. 316, MM).

Tile 8: nothing.

Tile 9: nothing.

Tile 10: Characters who step on this tile must make a successful DC 18 Constitution saving throw or be dealt 3D6 lightning damage, with half as much damage on a successful saving throw.

Tile 11: Stepping on here causes spikes to shoot out of the floor on Tiles 3, 6, 11, and 14. Characters on these tiles must make a DC 18 Dexterity saving throw, taking 3d6 piercing damage on a failed save or none on a successful one.

Tile 12: nothing.

Tile 13: nothing.

Tile 14: Stepping on here causes spikes to shoot out of the floor on Tiles 3, 6, 11, and 14. Characters on these tiles must make a DC 18 Dexterity saving throw, taking 3d6 piercing damage on a failed save or none on a successful one.

Tile 15: The tile rises 10 feet into the air. Anyone standing on this tile must make a DC 10 Dexterity (Acrobatics) check to keep their balance on the tile. A character who fails this check falls off the tile, taking 1d6

bludgeoning damage and lands prone onto an adjacent tile.

Tile 16: nothing.

29. CHALLENGE ROOM 4

There is a locked door in the southeast corner. If any attempt is made to pick the lock read the following:

As you begin to pick the lock, the keyhole turns into a mouth and begins to motion as if it is holding its breath. If anyone continues, arms reach out of the door and slaps the person on both sides of their head, "Don't do that, it's locked for a reason. You think you can just waltz around and pick locked doors. No, we have standards around here. If you ask nicely, you might be able to get where you need to go!"

Any attempts to continue picking open the door result in the character being slapped away by the magic arms. To proceed, the characters must kindly ask the door to open. If the party turns violent, treat the door as a **mimic** (pg. 220, MM) and it attacks. In addition, Panchdhatu may chime in and chastise the party for their behavior. Roll on the random encounter table found at the beginning of this chapter to determine if any other creatures heed the stone's call for aid.

30. CHALLENGE ROOM 5

A solid brick wall fills the frame behind the enchanted door. The bricks are a rust red color with black grout, and gives off an ambient warmth. The animated door lets out a long laugh at the predicament.

The brick wall can easily be destroyed with an AC of 10 and 20 hit points. When the wall comes down, the animated door makes snide remarks like, "Ooh, I'm telling the master about that," or "That's going to cost you!" An empty room with a door in the northeast corner lies on the other side of the wall. Unlike some of the previous rooms, this door is unlocked.

31. CHALLENGE ROOM 6

The floor of this room is covered in grass and there are two **goats** (pg. 330, MM) grazing inside. The goats do not react to the party's presence unless attacked. The door in the southeast corner of the room is unlocked.

32. CHALLENGE ROOM 7

The entirety of this room is covered with thick, thorny vines. The vines are difficult terrain, and a creature that moves into or within the area takes 1d4 piercing damage every 5 feet it travels. The vines can be burned away with fire, however this presents a problem of fire and smoke filling the room. The door in the northwest corner of the room is unlocked.

33. CHALLENGE ROOM 8

The first character to enter this room activates the room's trap, collapsing the floor underneath them. The character falls 20 feet, suffering 2d6 bludgeoning damage and landing prone, into a 60-by-50 foot room. A **gargantuan gelatinous cube** (appendix B) occupying the secondary room surprises the character who fell. A ladder in the southwest corner of the secondary room leads to the door to room 34.

34. CHALLENGE ROOM 9

This room is empty except for a small table in the center with six **potions of greater healing**. The door in the southwest corner is unlocked.

35. MINI BOSS LAIR

Four pillars dominate this room. A **glabrezu** (pg. 58, MM) is in the room and moves to attack upon noticing the party. There are three corpses on the ground, one which has a **key of Panchdhatu** for portal 4, room 67 hung around its neck.

36. FOUNTAINS OF HEALING

As the door opens, a gust of warm air overwhelms the senses, and a feeling of wellbeing and sanctuary sets in. Three fountains in the southern part of the room invite those in need of succor.

There are three fountains that each provide a unique service to the group. The fountain on the western wall removes poison, paralysis, and cures disease. The one on the southern wall regenerates lost limbs, and restores any lost eyesight or hearing. The fountain on the eastern wall restores all lost hit points. Each fountain can only be used once.

37. CULT LEADER

A robed figure stands over an altar with a dagger held high in his right hand. A naked woman lies upon the altar. Strange runes dot the floor, and the altar is stained with the blood of previous victims. Three other figures draw their weapons.

This sacrificial chamber also serves as a summoning room for lesser demons. The robed figure is **Abraxis Prime** (appendix C) the cult's leader. Abraxis' three companions use the statistics of an **acolyte** (pg. 342, MM), a **mage** (pg. 347, MM), and a **veteran** (pg. 350, MM).

38. BARREL STOREROOM

Nine barrels, five on the floor with four more stacked above them, line the western wall of this room. Upon investigation, the barrels are empty.

39. CHAMBER OF THE MAD MOUTH

There is a single pyramid-shaped granite pedestal approximately five-feet in height topped by a human skull made of crystal. The pedestal is centered in the room. Anyone who approaches the pedestal elicits a scream from the skull, which then turns into laughter.

"Oh, hello there. I see Panchdhatu has some more guests. Well, if you don't answer the questions, you don't get the prize".

The skull does not explicitly state what the prize is, but responds to questions with answers like, "something very valuable," or "an item to save Faerun." The prize is the key to portal 5 in room 67. To win the key, each character must correctly answer two of the skull's questions. For example,

a party of four characters must correctly answer eight questions.

The familiar voice of Panchdhatu chimes in, "He's right you know, answer the questions".

It is up to the DM to determine which questions get asked to which character. Some of the questions may not have a right or wrong answer. There are eight sample questions, if more are needed, creative license is encouraged.

Q1: Yochlols serve which Deity? A: Lolth

Q2: What is your favorite color? A: Any

Q3: Who amongst you is the strongest? Prove it.

Q4: I have wings and scales, but I am not a dragon. A: Wyvern

Q5: How many Hells are there? A: 9

Q6: What do you call two Witches that live together? A: Broommates

Q7: What is a Vampire's least favorite food? A: Garlic

Q8: What is a Vampire's favorite drink? A: Bloody Mary

Each question will have a random result that will be determined by using the following table. The results could be for good or ill and a roll is required regardless of success or failure on the question.



d100	Result	d100	Result
01-08	1d4 potions of healing appear	59-64	Summons a Spectator (pg. 30, MM)
09-13	No result	65-74	The enlarge/reduce spell is cast on the character
14-19	The polymorph spell is cast on the character	75-78	The character gains resistance to fire damage for 1 hour
20-22	Summons a Quasit (pg. 63, MM)	79-80	No result
23-27	Character Teleported to room 34	81-83	The door to the room closes and locks
28-42	No result	84-85	Teleports character to room 0 of level 2
43-44	1d10 Psychic Damage	86-92	The bless spell is cast on the character
45-53	Recovers 1d10 hit points	93-94	No result
54-56	Character turns invisible for 10 minutes	95-96	The party can resurrect a fallen companion
57-58	No result	97-00	The character's lowest ability score is increased by 1 point

When the last question is successfully answered, the skull says:

"Thanks for answering the questions. Great conversation by the way, but I need you to do me a favor. You see, I was once an adventurer like you but obviously I wasn't all that much successful. I got this curse that well...has me as a blooming talking skull. Been here 10 years, wife's probably gone, kids grown up, dog is probably dead. It is rather boring being here. These cultists aren't immensely helpful and the demons, they want your soul, not your skull. So, you see I'm in a predicament. I need you to get my bones back so I can be whole again. Then I can just walk outta here. Help a skull out?"

Torso: Room 41

Left Arm: Room 44

Right Arm: Room 42

Left Leg: Room 43

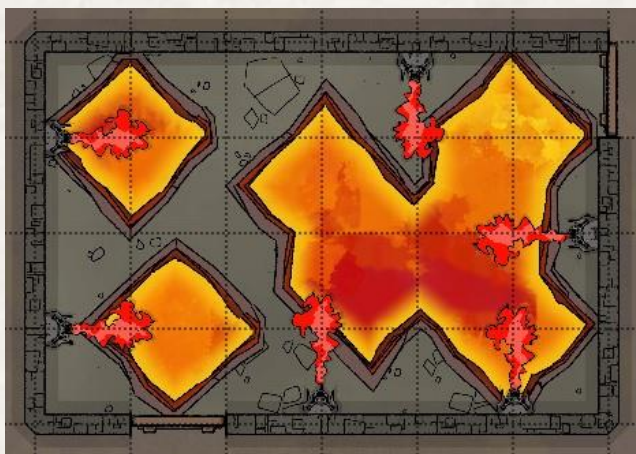
Right Arm: Room 45

Once the bones are recovered and placed at the foot of the pedestal the skeleton will magically get put back together and the skeleton will hand you the *key of Panchdhatu* for portal 5 in room 67.

40. PASSAGEWAY

This is an empty corridor with doors to the north, south and east.

41. PLANE OF FIRE RIFT



This is another room that magically expands upon entry. The main map has it at 10-by-15 feet, but it expands to 20-by-30 feet.

As you open the door, a pit of molten lava looms before you. The heat in this room is almost overwhelming. Demon head statues line the walls and additional chasms seethe with pools of lava.

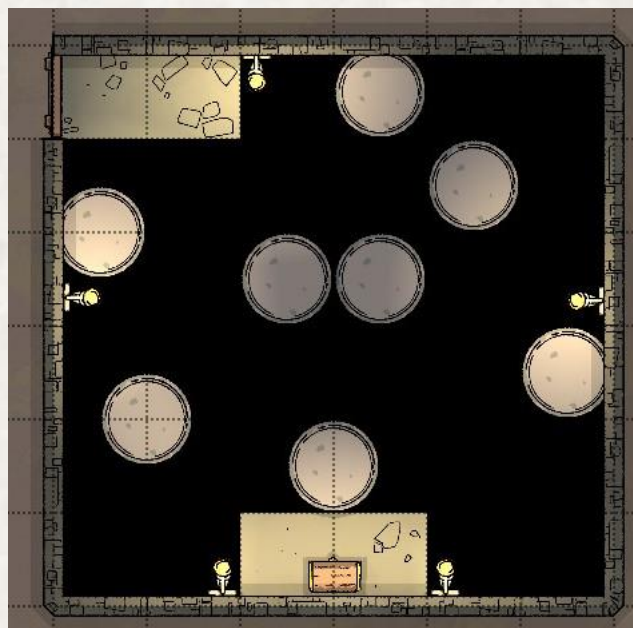
To navigate this room, a character must successfully complete a DC 10 Dexterity (Acrobatics) check to maneuver around or to jump over the lava chasms. The demon heads, positioned six feet up their anchoring walls, spit fire whenever a creature crosses its line of sight. Treat the fire shooting from the demon head statues as the Firebolt spell with a spell attack modifier of +6 and dealing 3d10 damage on a successful hit.

DM's NOTES

To make this room more challenging, use the extreme heat rules found in the "wilderness survival" section of the DMG (adjusting them per minute instead of per hour) or increase the Dexterity check DC when straddling the wall, jumping a distance greater than 5 feet, losing control of items, etc.

The skull's torso is nailed to the door that opens into room 42.

42. ARE YOU GOOD AT ACROBATICS?



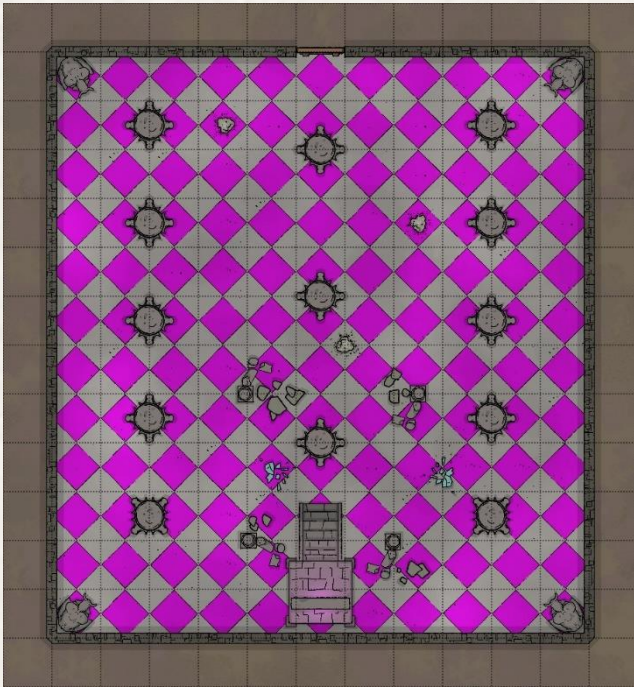
This room expands to 30 square feet upon entry. The chest on the southern end of the room contains the right arm of the skull and requires a DC15 Dexterity check with thieves' tools to pick the lock. The characters navigate this room by completing Dexterity checks to maneuver from pillar to pillar. Once on a pillar, they must then make a second check to maintain their balance. The DC for jumping onto a pillar will be DC 13, and the DC for balancing on the pillar is 10. Three *magma mephits* (pg. 216, MM) fly about the room, attacking anyone attempting to balance on the pillars.

43. HAVE YOU "SEEN" MY LEFT LEG?

A skeletal leg floats in the air and begins to advance rapidly towards the door.

An *invisible stalker* (pg. 192, MM) holds the skull's left leg, immediately dropping it and attacking when the first character or creature enters the room.

44. LAIR OF THE MEDUSA



This room magically expands to 55-by-60 feet. There are three rows of pillars in this room: five on the east and west walls, and three in the middle. Four **gargoyles** (pg. 140, MM), one in corner serve as guardians for the **medusa** (pg. 214, MM) occupying this room. Piles of stone dust, the remains of previous victims, and collapsed pillars litter the floor. A set of stairs rises five feet to a decoy portal that glows violet in color on the south end of the room. Two piles of mirrored glass, likely brought in by unfortunate adventurers overcome by the medusa, lay near the portal staircase. The left arm of the skull eerily floats inside the portal.

45. MONKEYING AROUND

There are six small monkeys running around in this room. They are dragging around the right leg of the skull. To catch the monkeys, a character must succeed on a DC 13 Dexterity (Acrobatics) check. Feel free to get creative with this encounter; perhaps the monkeys throw fruit, nuts, or waste as the party attempts to grab them.

46. A FOREST IN A CAVE - SANCTUARY

The cave before you is strangely filled with large oak trees divided by smooth walking paths. The sounds of birds and small mammals can be heard throughout the cave.

This cave can be used by the party as a place to set camp and rest. In the northern part of the cave, there is a treasure chest surrounded by small piles of gold coins and gems. These are worthless and will crumble to dust when touched, but inside the chest is a **key of Panchdhatu** to portal 6 in Room 67.

47. PORTAL ROOM (PORTAL 3)

A massive cave with three alcoves on the western side are dominated by a large portal in the southwest corner. There are eight **manes** (pg. 60, MM) in the central western alcove, and three **cult fanatics** are attempting to summon something from the portal. If the group does not defeat the manes and the cult fanatics within five rounds, a **vrock** (pg. 64, MM) appears from the portal.

48. ASCENT TO THE PORTAL

A raised platform 15-foot wide dominates this room. The platform is raised 10 feet above the ground, and there are stairs along its western, eastern, and southern sides. There are six **yuan-ti malisons** in this room: one by each set of stairs, two on the platform, and one in the southwest corner.

49. ROOM OF OODLES OF KEYS

To the right of the door, a **weretiger** (pg. 210, MM) is held captive inside a hanging cage. Two large sealed wooden cases line the southern wall, while four sealed metal cases rest against the western wall. If the cases are searched, there are 25 keys in each wooden case and 25 in each metal case. They are all hanging on hooks. The desk in the southwest corner of the room has three drawers, each containing 5 additional keys. When a character opens the first case or drawer, Panchdhatu speaks to the party:

"Hmmm, one of these keys must belong to one of those...portals. I'm not sure which one, though. Perhaps the tiger guy may know."



There are 165 unique keys. A character who succeeds on a DC 15 Intelligence (Investigation) check determines the real portal key. This check can be made once for every 15 keys inspected. Any attempts to use magic to discern via detect magic or identify will be strangely blocked.

A character who speaks with the Weretiger, learns that they were part of a band of adventurers captured by the cult. The whereabouts of his companions is unknown. If he is freed, he may aid the party in search of the rest of the complex in the hopes of finding his friends. For every 15 keys inspected, roll once on the random encounter table. If the *key of Panchdhatu* is found, it is for portal 7 room 67.

50. PIT OF SPIKES

A spiked pit 25-feet deep and 5 feet in diameter sits in the center of this room. The scent of death, coming from several human and other humanoid corpses in varying states of decay, emanates from the pit. A character who falls into the pit takes 22 (4d10) piercing damage.

51. WHAT A PREDICAMENT

A 10-foot-wide chasm centers this room. Wooden pillars with thick hempen rope span the dark rift. On the other side of the room, a body draped in a burial shroud rests upon an altar. The faint sounds of a baby can be heard from the body. A character must succeed a DC 15 Dexterity (Acrobatics) check for every five feet they wish to cross the chasm using the pillars.

A character who fails these checks either falls into the spikes, taking 10 (2d10) piercing damage, or into the darkness below, being transported to room 54. Characters who cross the chasm and inspect the shrouded body discover a newborn baby with small horns on its head and spine, a stubby tail, and protrusions on its back that appear to be the beginnings of wings. Its eyes are green, and it has four sharp incisors in its mouth.

52. ASHES AND BONES

This room is full of piles of ash and bone, a dumping ground for the remains of the cult's sacrifices.

53. TREASURE APLENTY FOR A SWASHBUCKLING PIRATE

The light of several torches bounces off an immense pile of gold, gems, and other coinage, illuminating the entire room. A figure stands at the far end of the room.

This vault of treasure is filled to the brim with thousands of gold pieces and countless gems. However, they are all worthless; the gems are colored glass, the coins are pyrite or other worthless metal. The man at the far end of the room has a left wooden peg leg and a right hook in place of his missing limbs. He is dressed as a typical pirate: a large hat with peacock feathers, a frilled blouse, belt, pants, and a knee-high leather boot. He is armed with a hand crossbow attached to his hook and a rapier.



If the party interacts with him, read the following (assume your best Johnny Depp Pirates of the Caribbean voice):

“Ahoy! What brings you blokes here? I seem to have lost me ship, but look at all this treasure. Shame there’s not a pub here or some wenches. But...there is a shop...that bastard won’t sell me anything. Just bloody demon cultists, snake people, and who knows what else.”

This pirate is an **incubus** (pg. 285, MM) who attempts to charm the characters. Any aggressive action taken towards the pirate results in them taking their true form. In addition, three **yuan-ti malison** will appear.

54. JUST A B-ROOM

This room is empty except for a single broom on the floor. Panchdhatu speaks to anyone teleported here from room 51 or the whole group if they enter normally.

“It’s a bit dusty in here, and these cultists leave quite a mess. Think you could maybe sweep up a little?”

55. STOREROOM

This is another storeroom of barrels and crates.

56 A. PORTAL OF HORROR (PORTAL 8)

You hear horrific screams from somewhere in this natural cave. Ahead, you see corpses impaled upon sharp wooden spikes attached to two large rectangular pillars, and the dim light of ritual candles with a large portal of many flickering colors illuminating the cave.

The pillars are 5-by-10 feet, and the portal lies just beyond, centered between them. A cauldron boils with green liquid and flames shoot into the air nearby. A **maurezhi** (MTF) stands atop the portal, and two **dybbuks** (MTF) stand upon the symbols on the ground. After the first round of combat, an **abyssal spider** (appendix B) emerges from room 56b and joins the fight.

56 B. ABYSSAL SPIDER LAIR

This extension of the main cave is covered in webs. A character who succeeds a DC 15 Intelligence (investigation) check discovers a **key of panchdhatu** for portal 9, room 56e.

56 C. THE HANGING CAVE

This alcove has three nooses hanging from the ceiling. Lifeless corpses dangle in the air, freshly hung.

56 D. IRON GUARDIANS

There are three **animated iron statues** (MME pg. 18, appendix B) lying in wait in this room. They animate and attack the first thing that passes by them or enters the cave.

56 E. PORTALS (9/10) AND SOME DEMONS

Rancid green gas permeates the left side of this cave. There are several wooden crates on the eastern wall. Several small creatures hoot, snarl, and grunt near the crates.

There are six **dretch** (pg. 57, MM) in this room, three by the crates and three near the portals. Thought the crates mostly contain the discarded clothing of the cult’s victims, a careful search reveals three **healing potions**, and a **ring of jumping**.

The alcove to the southwest has the ruins of a totem of some sort laying on the ground.

57. SPEAK OF THE DEVIL CELL

“Free me! You must free me, so I can warn my master. Otherwise, your world will be overrun by the hordes of the Abyss.”

A **spined devil scout** (pg. 73, MME) occupies this cell and speaks with the party telepathically if they cannot speak or understand infernal. It tries to convince them that it must be freed to warn the Nine Hells of what is occurring in this subterranean complex. The devil scout speaks the truth and does not attack the party unless provoked.

58. CELL

The man, **commoner** (pg. 345, MM) inside this cell cannot speak, as his tongue has been removed. He is clad in rags and wooden sandals.

59. CELL

Empty.

60. CELL

A green robed man sits at the far end of the cell with his legs crossed, deep in some sort of meditation. Any attempts to communicate with him or free him from the cell causes Panchdhatu to speak with the group.

“I wouldn’t do that if I were you. He’s in here for a reason. Try to cast a spell on the cell door...it blocks magic. It’s to keep him...in.”

If the party releases the **Mage** (pg. 347, MM), Panchdhatu then says:

“Alright, don’t listen to me...what do I know?! I only built this place and brought everyone here. Well, may as well make it exciting...”

Once freed from his cell, the mage uses the first possible opportunity to attack the party. The moment the mage attacks, Panchdhatu summons two **bearded devils** (pg. 70, MM) to assist him. With the Blood War raging between demons and devils,

summoning devils is sure to wreak havoc, which is exactly what the Stone wants.

61. CELL

Empty.

62. STOREROOM

This is another storeroom for the complex. A skeleton lies on the ground in front of the door; the **skeleton warrior** (appendix B) surprises the first person to investigate or step over it. The crates are full of fine brown dust, and the barrels are full of stagnant water. Broken pottery and glass litter the southeast corner of the room.

63. ROOM OF THE BIG BAD EVIL GIRL (PORTAL 11)

“Hear us Lady of the Abyss. Hear our prayer and accept these souls slain in your name.” You see a gallows and guillotine in the southeast corner of the room. A pile of rubble sits to the west, and a gigantic blue portal occupies the northeast corner of the room.

This is the main summoning room where the cult attempts to call forth Malum Vinipata, a **marilith** (pg. 61, MM). Four **yuan-ti malison** surround a summoning symbol near the portal, and a **cult fanatic** is stationed near each of the two flaming cauldrons. They are all chanting. Malum Vinipata’s silhouette can be seen flashing in and out of the portal as they attempt to bring her to the material plane.

There are four pillars around the portal, each with a **commoner** (pg. 345, MM) chained to it. In the northeast and northwest corners three **dretch** (pg. 57, MM) surround each chasm with green toxic gas billowing out of them. To prevent Malum Vinipata from coming through the portal, the party must accomplish the following:

- The fires underneath the cauldrons must be extinguished, and the green liquid spilled onto the ground.
- All candles must be extinguished.
- The chasms must be closed so no more dretch can come out. Until they are closed, they come out at a rate of two dretch every three rounds.

- The commoners chained to the pillars must be slain by the PCs hands or set free and escape to prevent their souls from being used in the summoning.
- The portal must be either destroyed or closed with the key found in room 66. Portal stats: AC: 13 HP: 100
- All yuan-ti and cult fanatics must be slain.

Panchdhatu will communicate with the party what needs to be accomplished. If all the conditions above have not been met by the 20th round of combat, Malum Vinipata comes through the portal. If the party searches the rubble by the western wall, they discover a small hole that leads to room 67. As a CR 16 creature, Malum Vinipata is almost certainly too difficult to defeat if summoned.

Panchdhatu may or may not intervene depending on its mood and at your discretion. Options for aiding the party could include a cave collapse, a distraction wherein devils from the Nine Hells intervene against their nemeses, the demons of the Abyss, or perhaps some other means.



64. A TABLE FOR FOUR AND SOMETHING ELSE

The table in the center of this room has four chairs and what appears to be the skull of a dragon resting upon it. A chest in the southwest corner of the room contains a *key of panchdhatu* for portal 10, room 56 E.

65. STOREROOM AND A SEWER PIPE?

Over a dozen sacks of fine brown dust line the southern wall of this room. Several of them are infested with pests such as maggots, mice, and other vermin. There is a medium sized iron pipe, roughly five feet in diameter and three feet above the floor, next to the pile of sacks. Nothing drains from the pipe, and looking into the mouth of the pipe with a light source reveals a set of iron bars.

66. ALTAR TO A DEAD GOD

A large altar sits against the northern wall of this brightly lit room. The altar is flanked by demon head statues on the wall and the bones of some long-dead creature. Upon the altar rests a *key of panchdhatu* to portal 11, room 63. A pressure plate underneath the rug at the entrance of the room triggers one of several actions from the demon head statues if pressed. Roll twice on the following table, once for each head, to determine what each head does. For effects that target specific characters, you determine which characters are selected. Both heads have a +4 to hit with spell attacks. If one head's effect is offensive and the other head's effect is restorative, roll again for both heads.

d100	Result	d100	Result
01-08	evard's black tentacles	59-64	cure wounds (cast at 4 th level)
09-13	no result	65-74	acid splash (cast at 5 th level)
14-19	cloudkill	75-78	fire bolt (cast at 5 th level)
20-22	healing word (cast at 4 th level)	79-80	no result
23-27	magic missile (cast at 4 th level)	81-83	fireball
28-42	no result	84-85	prayer of healing (cast at 4 th level)
43-44	spare the dying	86-92	ice storm
45-53	witch bolt (cast at 4 th level)	93-94	no result
54-56	flesh to stone	95-96	hold person (cast at 4 th level)
57-58	no result	97-00	mass healing word (cast at 4 th level)

67. PORTALS TO THE ABYSS (PORTALS #4-7)

“Hello, there’s a lot of portals in here. Hope they are not too much trouble for you. Hell, you might even find me...”

The four portals in this room are on a cliff that rises 15 feet above the floor. The party is not alone in this room: A **zovvut** (pg. 51, MME II) patrols on the ground floor, six **manes** (pg. 60, MM) surround portal four, a **shadow demon** (pg. 64, MM) guards portal 5, four **dretch** (pg. 57, MM) guard portal 6, and three **cult fanatics** defend portal 7. Panchdhatu is in one of the three empty alcoves, which alcove exactly is up to you. For more information about Panchdhatu’s abilities, refer to appendix D.

PASSAGEWAY 1.

Roll on the random encounter table for this floor of the complex.

PASSAGEWAY 2.

Empty.

PASSAGEWAY 3.

Roll on the random encounter table for this floor of the complex.

PASSAGEWAY 4A.

Empty.

PASSAGEWAY 4B.

Empty.

PASSAGEWAY 4C.

“It’s a dead end, turn around”.

When the party turns around, a **spectator** (pg. 30, MM) blocks their path.

PASSAGEWAY 5.

Empty.

PASSAGEWAY 6.

Empty.

PASSAGEWAY 7.

This 15-foot-wide corridor widens at the southern end with portal 2 sitting unprotected in the southeast corner. If the party doesn’t have the key to close it, a **palrethee** (pg. 50, MME II) comes through the portal. If they have the key, six **dretch** (pg. 57, MM) appear instead.



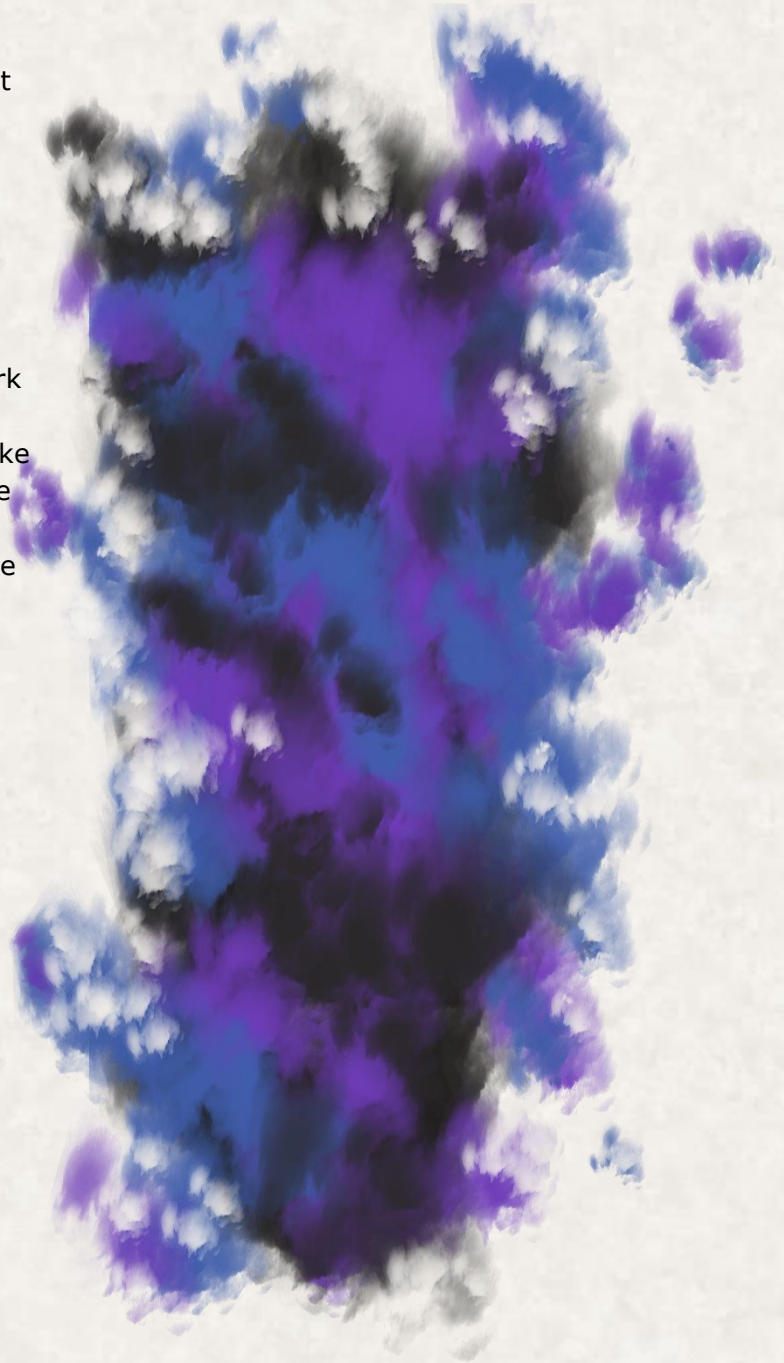


EPILOGUE

If the party closes or destroys the portal that Malum Vinipata attempts to materialize through, they have just prevented a major demon from entering Faerun. If she gets through and they manage to escape, they can warn the surface of what is happening in the Forest of Wyrms and marshal a response.

Whatever result occurs, there is plenty that can come afterwards. Beeble was clearly part of the Cult, what now? Does the party confront him? Do they report their findings to the governing council of Hardbuckler?

What about the Elves from the Northdark Woods? Would they like to know about their kin? Did Malfesius and Hannoria make it back home safely? Perhaps Patriana the Paladin needs to be made aware so she can inform her order! What else lies in the Forest of Wyrms?



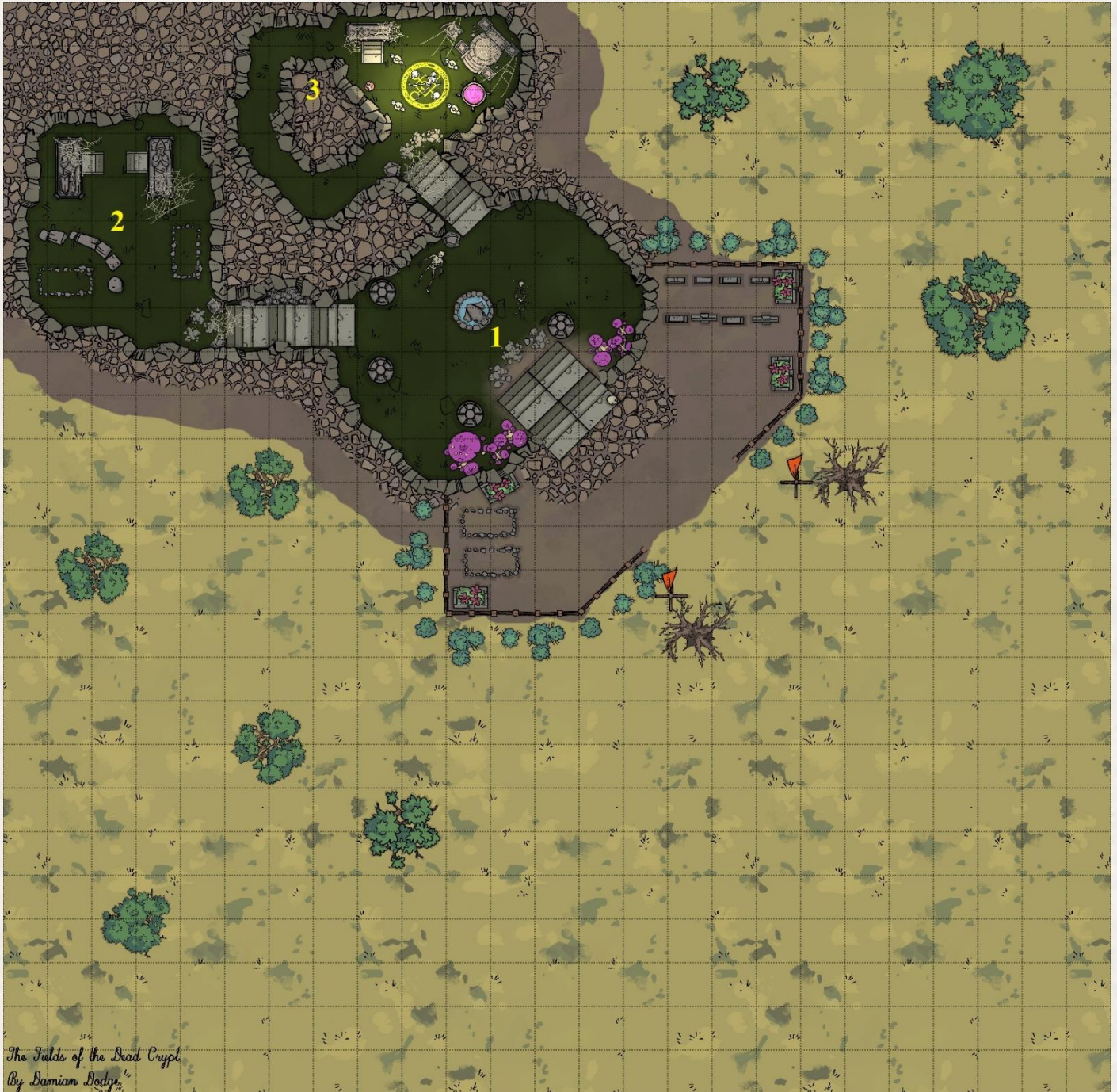
APPENDIX A: MAPS

Trade Way Farmhouse

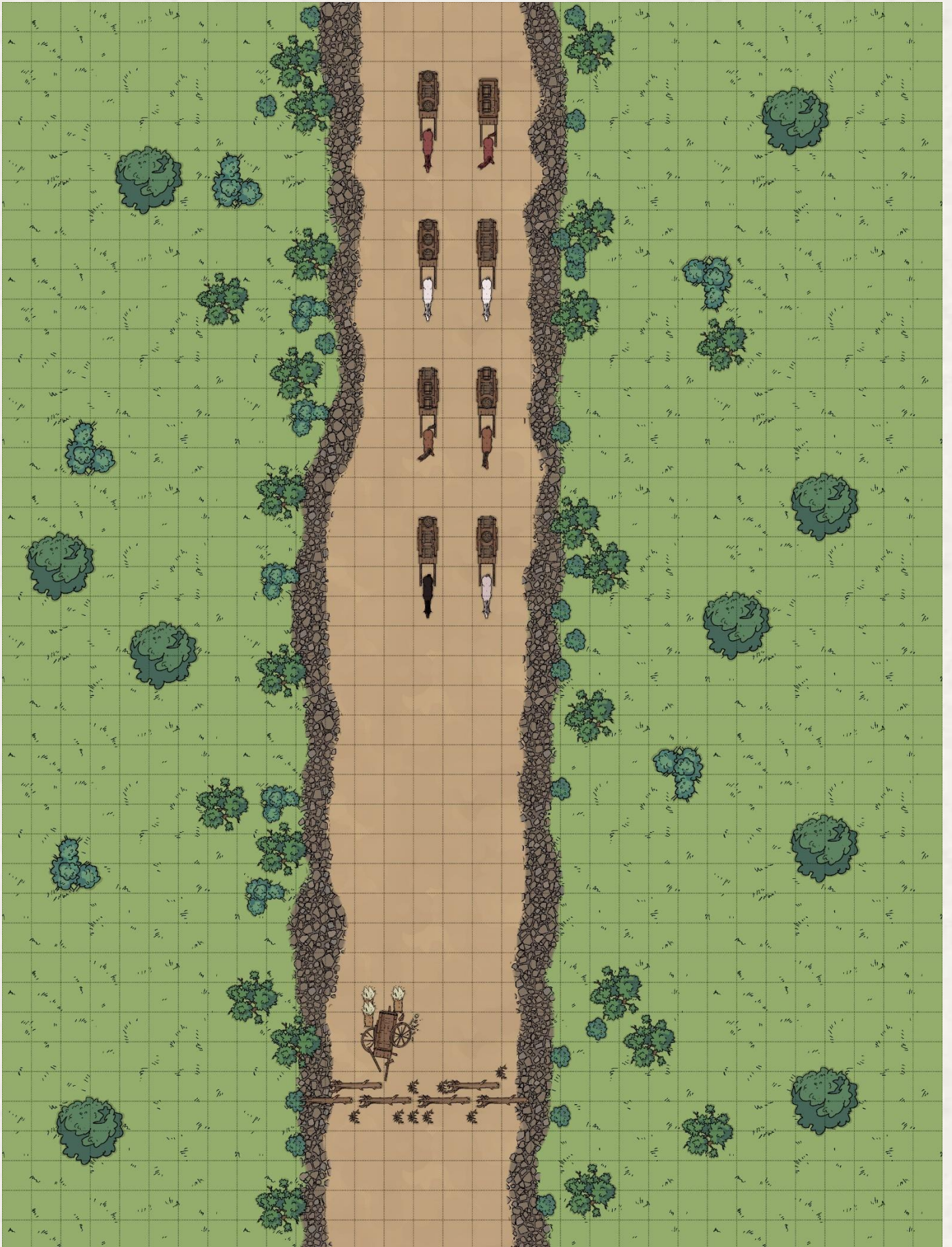


*Trade Way Farmhouse
By Damian Dodge*

Crypt of the Dead



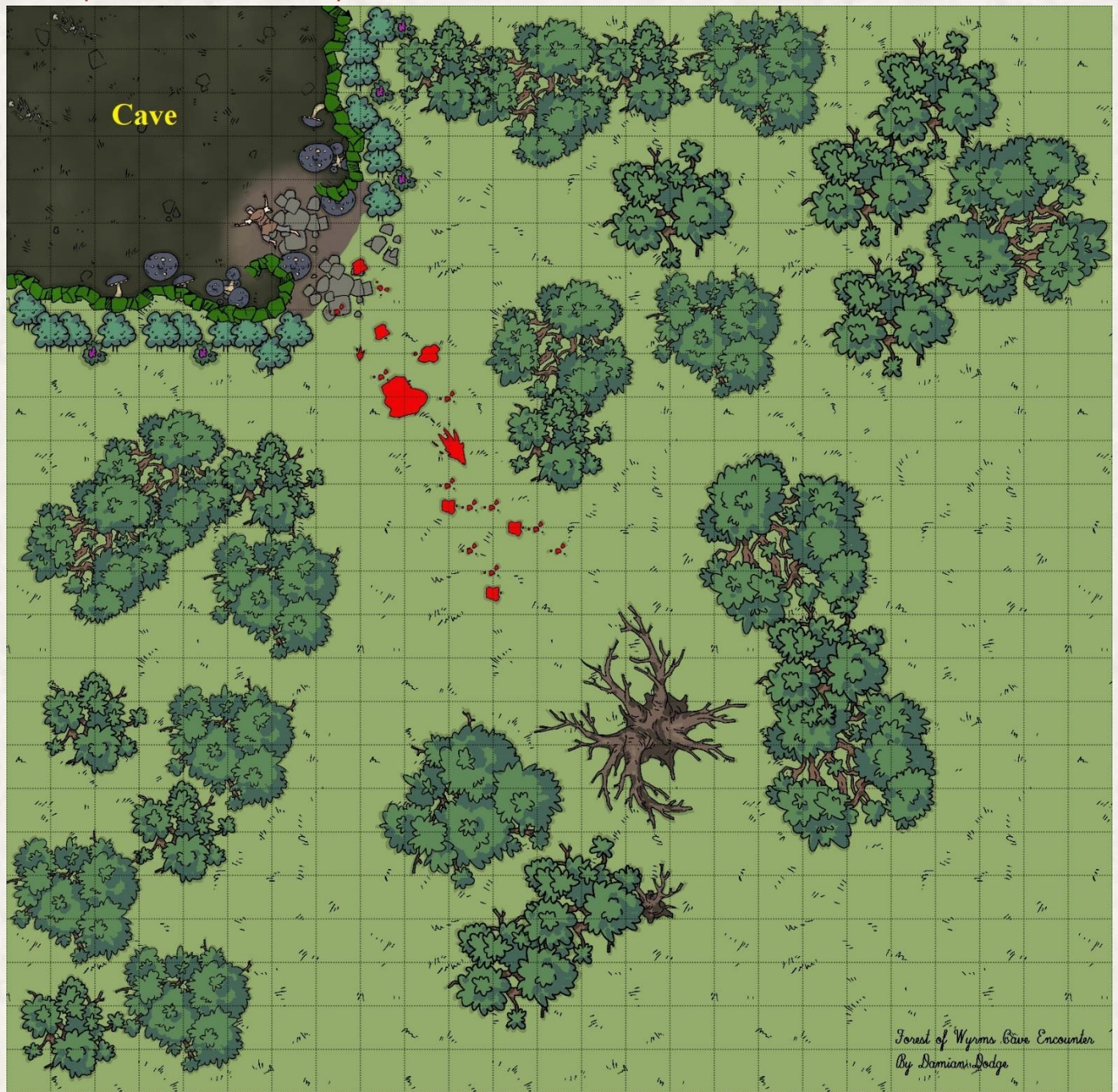
Trade Way Bandit Encounter



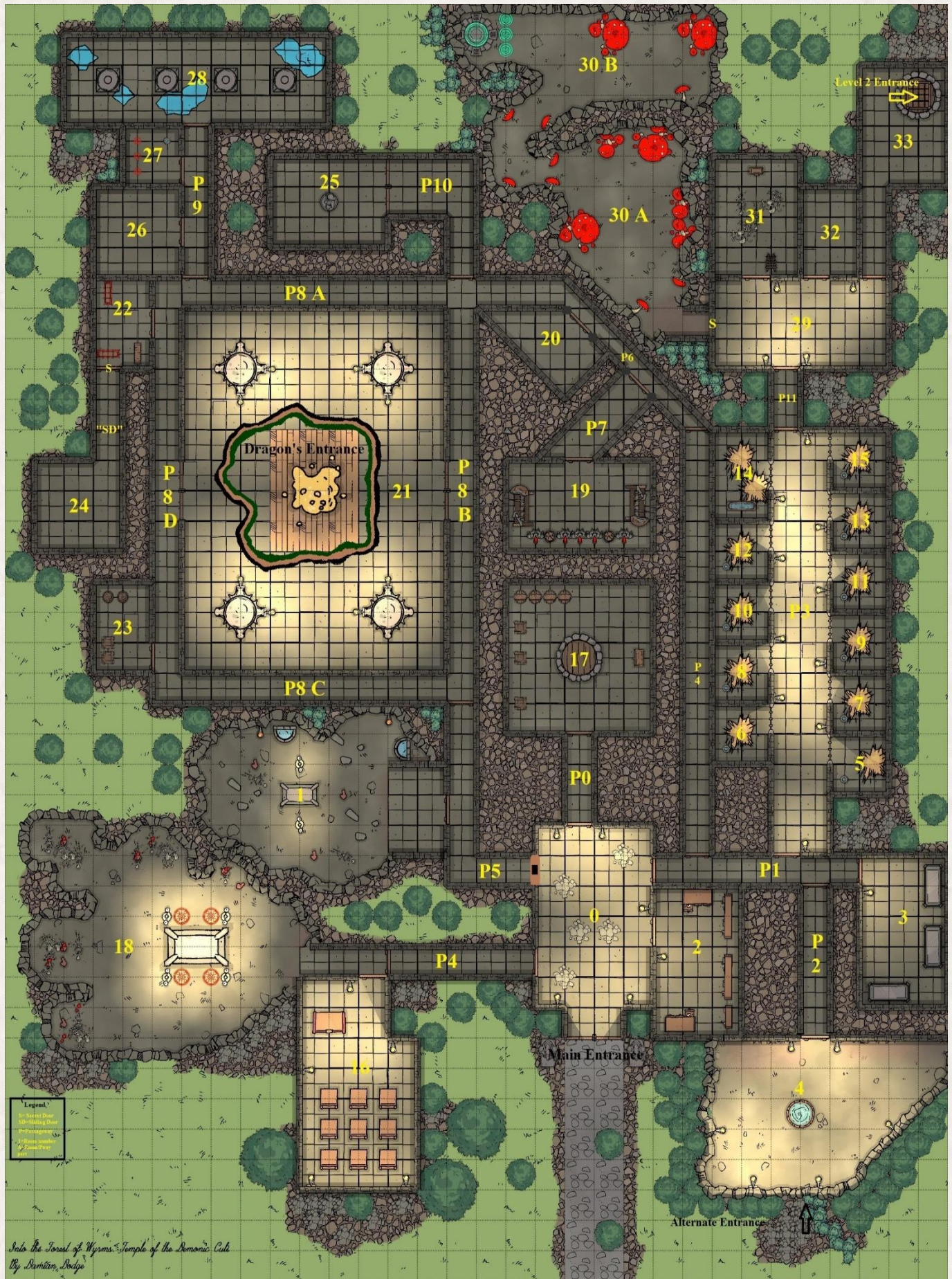
Many Eyed Maw Tavern



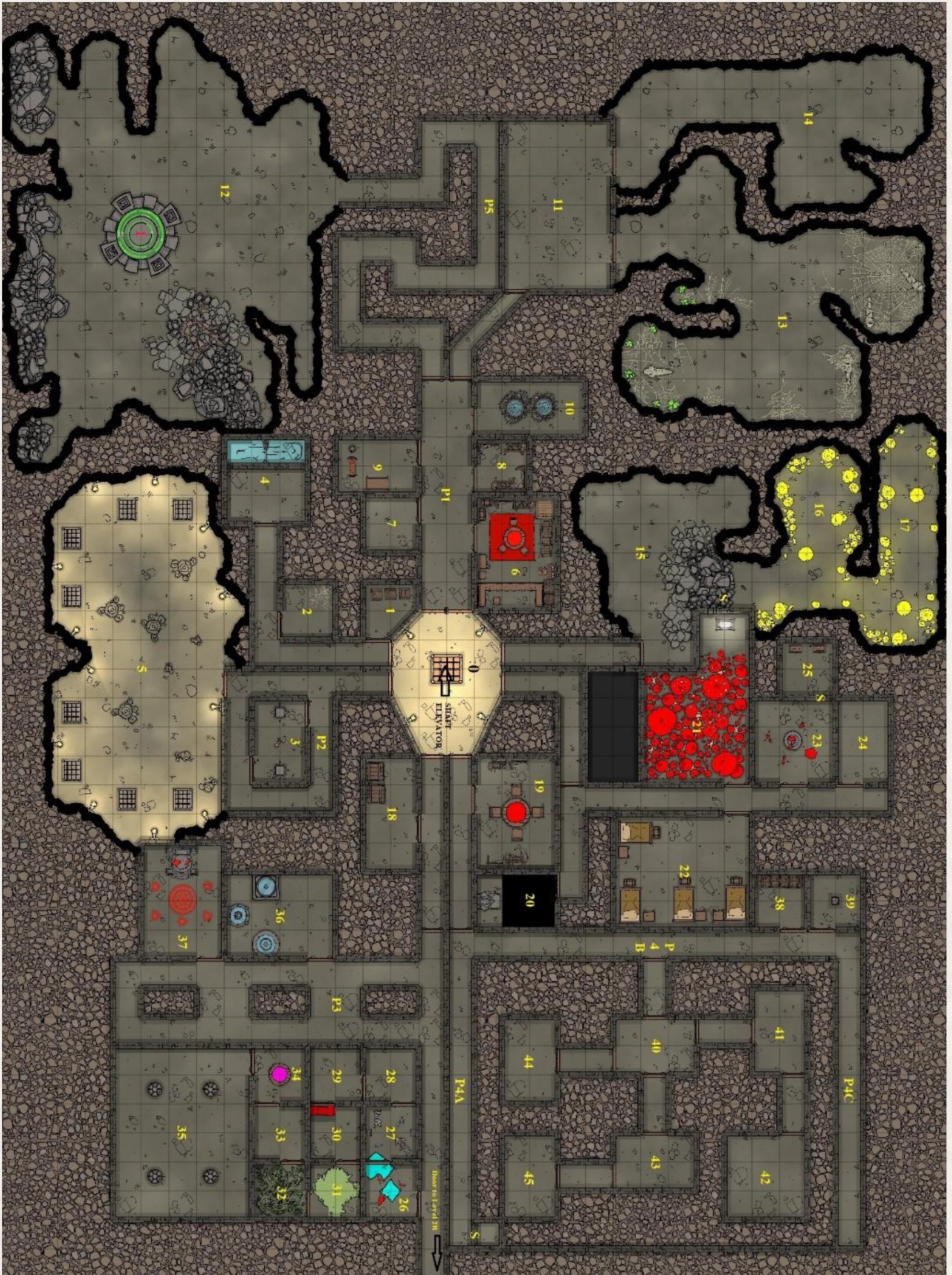
Dracopede Encounter Map



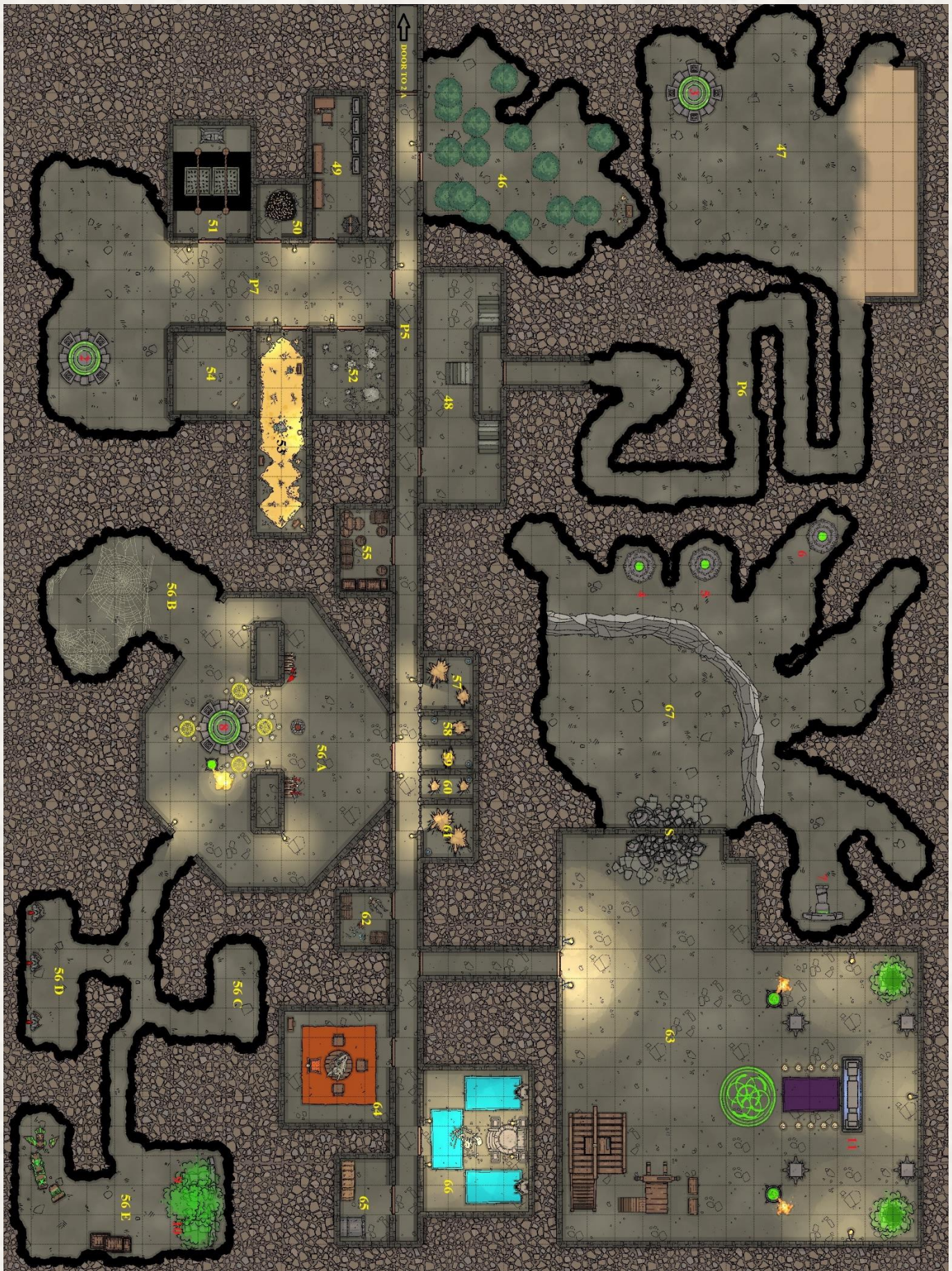
Temple Complex Level 1



Temple Complex Level 2A



Temple Complex Level 2B



APPENDIX B: MONSTERS

ABYSSAL SPIDER

Abyssal Spiders are medium sized creatures from the Abyss. Similar in appearance to their Material Plane cousins, albeit smaller, these abyssal variants are far more powerful and deadly. In addition to their deadly bite and web attack, they



can also spit venom at their enemies. In addition, their abyssal nature grants them resistance to fire.

ABYSSAL SPIDER

Medium beast, chaotic evil

Armor Class 16

Hit Points 96 (16d8+32)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (0)	14 (+2)	6 (-2)

Saving Throws Dex +4, Con +2, Wis +2

Skills Stealth +9

Damage Resistances fire

Damage Immunities poison

Condition Immunities paralysis

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages -

Challenge 6 (2,300 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature.

Hit: 25 (5d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 3 hours, even after regaining hit points, and is paralyzed while poisoned in this way.

Venom Spit. *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one creature. *Hit:* 16 (3d8+4) poison damage, and the target must make a DC 15 Constitution saving throw, taking half damage on a successful save.

Web (Recharge 2-3). *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

DRACOPEDE

Cultists performed a dark ritual that bathed many different creatures in green dragon's blood. An unexpected success came when giant centipedes absorbed the blood, creating a new species and altering their physiology. These monstrosities are between 12 and 15 feet long. Its draconic blood has warped its exterior into an odd mixture of chitin and dragon scales with colors ranging from light to dark green.

The dracopede has six legs that alternate between a thicker, chitinous variant of the centipede and the stout, clawed limbs of a dragon. At the end of its tail sits a massive stinger with four smaller stingers surrounding it. Its head is that of a green dragon with two long antennae sprouting from its forehead. It uses the two large mandibles branching off from its jaw to hold its prey or crush them with ease. The dracopede shares the toxic breath of its green dragon progenitor and can climb and swim with horrifying proficiency.



DRACOPEDE

Large monstrosity, neutral evil

Armor Class 18

Hit Points 127 (15d10+45)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	13 (+1)

Saving Throws Dex+4, Con +6, Wis +3, Cha +4

Skills Deception +4, Perception +3, Stealth +4

Damage Resistances poison gas

Damage Immunities poison

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The Dracopede can breathe air and water.

ACTIONS

Multiattack. The Dracopede makes three attacks: one with its bite, and two with its stinger. You can choose to replace one stinger attack with its constrict. When its breath weapon is available, it can use the breath in place of any of its attacks.

Bite. *Melee attack:* +10 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) piercing damage plus 7 (2d6) poison damage.

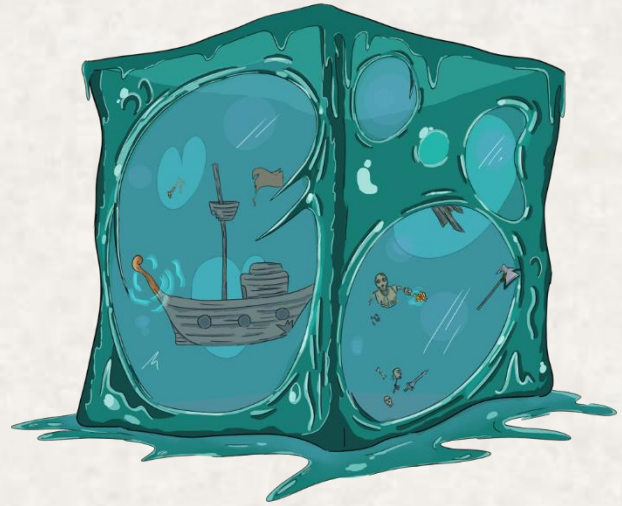
Constrict. *Melee attack:* +10 to hit, reach 5 ft., one creature. Hit 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 20). Until This grapple ends, the creature is restrained, and the Dracopede can't restrict another target.

Stinger. *Melee attack:* +10 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage and the target must make a DC 15 Constitution saving throw or become poisoned for 1 minute.

Breath Weapon (Recharge 1D4+2 rounds). The Dracopede exhales poison in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

GARGANTUAN GELATINOUS CUBE

A Gargantuan Gelatinous Cube is far more deadly than the large gelatinous cube. It is unknown how the creature came to be such a size, but perhaps being in the temple complex for so long and devouring many adventurers caused it to grow to this enormous size.



GARGANTUAN GELATINOUS CUBE

Gargantuan ooze, unaligned

Armor Class 7

Hit Points 280 (16d20+112)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	24 (+7)	3 (-4)	8 (-1)	3 (-4)

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 8 (3,900 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 15 Strength Check, and the creature making the attempt takes 21 (6d6) acid damage. The cube

can only hold one Gargantuan creature or up to four Large or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 17 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Multiattack. *Melee Weapon Attack:* +10 to hit, reach 15 ft., up to two creatures or one twice.

Pseudopods. *Hit:* 21 (6d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Gargantuan or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to be pushed 10 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 28 (8d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

GIANT ANTLION LARVA
Large beast, unaligned

Armor Class 12

Hit Points 112(15d10+30)

Speed 15 ft.

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

Skills Stealth +7

Senses blindsight 30 ft., tremor sense 30 ft., passive Perception 12

Languages -

Challenge 5 (1,800 XP)

Pit Sense. The Antlion can sense creatures within 5 ft. of the pit.

Shower Sand. When a creature enters the pit, the Antlion showers the pit with loose sand and the target has disadvantage on all Strength and Dexterity checks when attempting to escape the pit. In

addition, the target must make a DC 13 Wisdom saving throw or be blinded. At the start of their turn, the target must make another Wisdom saving throw until they escape the pit. On a success, they are no longer blinded.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8+2) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If the save is successful, subsequent saves must be made each round for 3 rounds to counteract the venom injected into the target. If unsuccessful, they take 10 (3d6) poison damage. If the target is reduced to 0 hit points, and fails death saving throws, their innards are liquified and the creature sucks out the juices and tosses the empty husk out of the pit.

GIANT ANTLION LARVA

The Giant Ant Lion Larva has a fusiform body, a fleshy abdomen, and a thorax exhibiting three pairs of legs. It has a broad square-flattened head and a pair of hook-like jaws with four hollow projections for injecting venom into its victims. Its body is covered in forward leaning barbs that it uses to anchor its body in sand pits it digs to hide and catch prey. No one knows how many of these are in the complex.



SKELETON WARRIOR

Medium undead, neutral evil

Armor Class 18 (Armor Scraps)

Hit Points 67 (9d8+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Strength, Constitution +6, Wisdom +3

Damage Vulnerabilities bludgeoning

Damage Resistances piercing and slashing attacks from nonmagical and magical weapons

Damage Immunities necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Brute. Weapon attacks deal one more die of damage when the skeleton warrior hits with it (included in the attack).

Turn Undead Resistance. The skeleton warrior has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The skeleton warrior makes two attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 10 (2d8 + 2) piercing damage.



WALKING TOWER

Gargantuan construct, neutral

Armor Class 18 (natural armor)

Hit Points 204 (12d20+84)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Strength +14 and Constitution +12

Damage Resistances bludgeoning, piercing, and slashing from magical weapons other than adamantite

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses truesight 60 ft., passive Perception 10

Languages -

Challenge 14 (11,500 XP)

Immutable Form. The Walking Tower is immune to any spell or effect that would alter its form.

Magic Resistance. The Walking Tower has advantage on saving throws against spells and other magical effects. Takes half damage from magical weapons other than adamantite.

Siege Monster. The walking Tower deals double damage to objects and structures.

STAT BLOCK HEADING

Multiattack. The Walking Tower makes three attacks: two with its fists and one stomp.

Fist. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 9) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10+9) bludgeoning damage.

The following stat blocks are from Mordenkainen's Tome of Foes:

ARMANITE

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 84 (8d10+40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	8 (-1)	12 (+1)	13 (+1)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

Magic Weapons. The armanite's weapons attacks are magical.

ACTIONS

Multiattack. The armanite makes three attacks: one with its hooves, one with its claws, and one with its serrated tail.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) slashing damage.

Serrated Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage.

Lightning Lance (Recharge 5-6). The armanite looses a bolt of lightning in a line 60 feet long and 10 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

DYBBUK ACTION (CONT.)

access to its knowledge and proficiencies but not its class features, if any.

The possession lasts until the temporary hit points are lost (at which point the body becomes a corpse once more) or the dybbuk ends its possession using a bonus action. When the possession ends, the dybbuk reappears in an unoccupied space within 5 feet of the corpse.

DYBBUK

Medium fiend (demon), chaotic evil

Armor Class 14

Hit Points 37 (5d8+15)

Speed 0 ft., 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

Skills Deception +6, Intimidation +4, Perception +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

Innate Spellcasting. The dybbuk's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dimension door*

3/day each: *fear*, *phantasmal force*

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

Violate Corpse. The dybbuk can use a bonus action while it is possessing a corpse to make it do something unnatural, such as vomit blood, twist its head all the way around, or cause a quadruped to move as a biped. Any beats or humanoid that sees this behavior must succeed on a DC 12 wisdom saving throw or become frightened of the dybbuk for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw against this ability is immune to violate corpse for 24 hours.

ACTION

Tendril. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage. If the target is a creature, its hit point maximum is also reduced by 3 (1d6). This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

Possess Corpse (Recharge 6). The dybbuk disappears into an intact corpse it can see within 5 feet of it. The corpse must be Large or smaller and be that of a beast or a humanoid. The dybbuk is now effectively the possessed creature. Its type becomes undead, though it now looks alive, and it gains a number of temporary hit points equal to the corpse's hit point maximum in life.

While possessing the corpse, the dybbuk retains its hit points, alignment, INT, WIS, CHA, telepathy, and immunity to poison damage, exhaustion, and being charmed and frightened. It otherwise uses the possessed target's game stats, gaining

MAUREZHI

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 88 (16d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	11 (+0)	12 (+1)	15 (+2)

Skills Deception +5

Damage Resistances cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Elvish, telepathy 120 ft.

Challenge 7 (2,900 XP)

Assume Form. The maurezhi can assume the appearance of any Medium humanoid it has eaten. It remains in this form for 1d6 days, during which time the form gradually decays until, when the effect ends, the form sloughs from the demon's body.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 14 (2d10 + 3) piercing damage. If the target is a humanoid, its Charisma score is reduced by 1D4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma to 0. It rises 24 hours later as a ghoul unless it has been revived or its corpse has been destroyed.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 12 (2d8+3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Raise Ghoul (Recharge 5-6). The maurezhi targets one dead ghoul or ghastr it can see within 30 feet of it. The target is revived with all of its hit points.

RUTTERKIN

Medium fiend (demon), chaotic evil

Armor Class 12

Hit Points 37 (5d8+15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the crippling fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened of the rutterkins for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

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

Hit: 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a *wish* spell.

ABYSSAL WRETCH

Medium fiend (demon), chaotic evil

Armor Class 11

Hit Points 18 (4d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) slashing damage.

The following stat blocks are from the **Monster Manual Expanded I and II** available on the **DMs Guild** (link in the credits) :

ANIMATED IRON STATUE

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 114 (12d10+48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 5 (1,800 XP)

Antimagic Susceptibility. The statue is incapacitated while in the area of the antimagic field. If targeted by dispel magic, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

ACTIONS

Multiattack. The statue makes two melee attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

PALRETHEE

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 60 ft.

Challenge 5 (1,800 XP)

Heated Body. A creature that touches a palrethee or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Innate Spellcasting. The palrethee's innate spellcasting ability is Intelligence (spell save DC 12). The palrethee can innately cast the following spells, without providing material components:

At will: detect evil and good, detect magic

1/day: fear

ACTIONS

Multiattack. The palrethee makes two flaming greatsword attacks.

Flaming Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 5 (1d10) fire damage and the target catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

SPINED DEVIL SCOUT

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +5

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The spined devil scout's spellcasting ability is Wisdom (spell save DC 12). The spined devil scout can innately cast the following spells, without providing material components:

2/day each: disguise self, produce flame

1/day: stinking cloud

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

Sneak Attack (1/Turn). The spined devil scout deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spined devil scout that isn't incapacitated and the spined devil scout doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) piercing damage.

Fork. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 3 (1d6) fire damage.

ZOVVUT

Large fiend (demon), chaotic evil

Armor Class 15

Hit Points 85 (10d10+30)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 60 ft.

Challenge 7 (2,900 XP)

Draining Gaze. When a creature that can see the zovvut's eyes starts its turn within 30 feet of the zovvut, the zovvut can force it to make a DC 14 constitution saving throw if the zovvut isn't incapacitated and can see the creature. On a failed save, a creature takes 9 (2d8) necrotic damage, its hit point maximum is reduced by an amount equal to the damage taken, and the zovvut regains hit points equal to half the damage taken.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the zovvut until the start of its next turn. If the creature looks at the zovvut in the meantime, it must immediately make the saving throw.

Innate spellcasting. The zovvut's innate spellcasting ability is Wisdom (spell save DC 14). The zovvut can innately cast the following spells, without providing material components:

At will: darkness, detect evil and good, detect thoughts

1/day: blight, clairvoyance

Reckless. At the start of its turn, the zovvut can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Teleport (1/day). The zovvut magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ACTIONS

Multiattack. The zovvut makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

APPENDIX C: NPCs

ABRAXIS PRIME (DEMON CULT LEADER, WARLOCK)

Medium humanoid (wood elf), chaotic evil

Armor Class 15 (Studded Leather Armor)

Hit Points 63 (9d8+9)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	14 (+2)	18 (+4)	14 (+2)

Saving Throws Wisdom +8, Charisma +6

Skills Arcana +6, Deception +6, Perception +8

Damage Resistances charmed

Condition Immunities magical sleep

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Common, Abyssal, and telepathy 30 ft.

Challenge 6 (2,300 XP)

Eldritch Invocations. *Agonizing Blast* (+3 damage to eldritch blast), *Ascendent Step* (Levitate at will), *Devil's Sight* (Darkvision 120 ft.), *Minions of Chaos* (Cast Conjure Elemental using a spell slot), *One with Shadows* (Invisible in dim light or darkness).

Entropic Ward. He can magically ward himself against attack and turn his enemy's failed strikes into good luck for himself. When someone makes an attack roll against him, he can use his reaction to impose disadvantage on that roll. If the attack misses him, his next attack roll against that target has advantage if used before the end of his next turn. He must finish a short or long rest to use again.

Fey Ancestry. Abraxis Prime has advantage on saving throws against being charmed, and magic can't put him to sleep.

Mask of the Wild. He can attempt to hide even when lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Pact of the Blade. Abraxis Prime creates a mace in his empty hand and it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Spellcasting. Abraxis Prime is a 9th level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following warlock spells.

Cantrips (at will): *blade ward*, *chill touch*, *eldritch blast*. 1st-5th level (2, 5th Level slots): *Blight*, *Cloud of Daggers*, *Contact Other Plane*, *Counterspell*, *Dimension Door*, *Dispel Magic*, *Gaseous Form*, *Hold Monster*, *Hold Person*, *Witch Bolt*. Abraxis Prime will use both of his 5th level spell slots on *Conjure Elemental* and *Dimension Door* unless the DM chooses otherwise.

The Great Old One Patron. Panchdhatu is his Patron.

ACTIONS

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

BELWYN DARAMORE (CARAVAN MASTER, FIGHTER)

Medium humanoid (human), neutral good

Armor Class 16 (chain shirt)

Hit Points 31 (5d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	11 (+0)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Strength +5, Constitution +3

Skills Acrobatics +6, History +4

Senses passive Perception 10

Languages Common and Gnomish

Challenge -

Action Surge. Belwyn can take one additional action and a possible bonus action. He must complete a short or long rest to use again.

Fighting Style. Defense +1 AC

Martial Archetype. Battle Master. 4 superiority dice. *Parry*, *Rally*, *Riposte*, *Trip Attack*.

Second Wind. 1D10+5 hit points regained. Must complete or short or long rest to use again.

ACTIONS

Multiattack. Belwyn can make two melee attacks with a possible third if he uses action surge.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Longbow. *Melee Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

BEEBLE DEEPSTONE (MANY EYED MAW PROPRIETOR, ROGUE)
Small humanoid (gnome), chaotic neutral

Armor Class 16 (Studded Leather Armor)

Hit Points 60 (7d8+14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	18 (+4)	11 (+0)	13 (+1)

Saving Throws Dexterity +7, Intelligence +8

Skills Acrobatics +6, Deception +4, Sleight of Hand +6, Stealth +9 (Expertise)

Senses darkvision 60 ft., passive Perception 10

Languages Gnomish, Common, and Abyssal

Challenge 5 (1,800 XP)

Arcane Trickster. Beeble is a 7th level spellcaster. His spellcasting ability is intelligence (spell save DC 15, +7 to hit with spell attacks. He knows the following wizard spells.

Cantrips (at will): *Acid Splash, Friends, Mage Hand, and Minor Illusion.*

1st level (4 slots): *Charm Person, Disguise Self, Magic Missile*

2nd level (2 slots): *Phantasmal Force and Spider Climb*

Cunning Action. Beeble can use a bonus action every turn to Dash, Disengage or Hide.

Evasion. Beeble takes half damage on a failed dexterity saving throw for area damage and no damage on a success.

Expertise. Thieves tools +9.

Speak With Small Beasts. Beeble can communicate using sounds and gestures to transmit simple ideas to his pet Badger, Roger the Honey Badger.

Uncanny Dodge. Beeble can react to an attack and halve damage received.

ACTIONS

Flametongue Shortword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 6 (2d6) fire damage. The sword has a +1 to attack and damage rolls. **Items.** Ring of Protection.

Sneak Attack. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 18 (4d6) piercing damage plus 6 (2d6) fire damage.

DAVON (FINANCIER SPW COSTER, CLERIC OF TYMORA)

Medium humanoid (human), neutral good

Armor Class 16 (chain Shirt and shield)

Hit Points 22 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Wisdom+4, Charisma +4

Skills Medicine +4, Persuasion +4

Senses passive Perception 12

Languages Common and Gnomish

Challenge -

Blessing of the Trickster. As an action can touch a target and give it advantage on Dexterity (stealth) checks for 1 hour.

Channel Divinity. Turn Undead. Davon can create an illusory duplicate of himself within 30 feet and as a bonus action can move it 30 feet within 120 feet. When within 5 feet of the illusion he gains advantage on attack rolls.

Spellcasting. Davon is a 3rd level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He knows the following Cleric Spells.

Cantrips (at will): *Mending, Sacred Flame, Spare the Dying*

1st level (4 slots): *Bless, Cure Wounds, Purify Food and Drink, Shield of Faith*

2nd level (2 slots): *Aid and Hold Person*

Trickster Domain.

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

FRITZ (CARAVAN COOK, FIGHTER)*Medium humanoid (human), neutral***Armor Class** 15 (scale mail)**Hit Points** 25 (3d10+9)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	15 (+2)	11 (+0)	8 (-1)

Saving Throws Strength +5, Constitution +5**Skills** Animal Handling +2, Survival +2**Senses** passive Perception 10**Languages** Common and Dwarvish**Challenge** -

Action Surge. Fritz can take one additional action and a possible bonus action. He must complete a short or long rest to use again.

Fighting Style. Archery +2 bonus to attack rolls with shortbow.

Martial Archetype. Battle Master. 4 superiority dice. *Evasive Footwork, Parry, Rally, Sweeping Attack.*

Second Wind. 1D10+3 hit points regained. Must complete or short or long rest to use again.

ACTIONS

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

Shortbow. *Melee Weapon Attack:* +5 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

HANNORIA ANTHALTHAS (ROGUE)*Medium humanoid (wood elf), chaotic good***Armor Class** 14 (no armor)**Hit Points** 27 (4d8)**Speed** 35 ft.

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

Saving Throws Dexterity +6, Intelligence+4**Skills** Acrobatics +6, Investigation +4, Perception +4, Sleight of Hand +6, Stealth +6**Damage Resistances** charmed**Damage Immunities** magical sleep**Senses** darkvision 60 ft., passive Perception 12**Languages** Elvish and Common**Challenge** -

Cunning Action. Hannoria can use a bonus action every turn to Dash, Disengage or Hide.

Expertise. Thieves' tools +8.

Fey Ancestry. Hannoria has advantage on saving throws against being charmed, and magic can't put her to sleep.

Mask of the Wild. She can attempt to hide even when lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Thief. Fast Hands. She can use a bonus action granted by cunning action to make a dexterity (Sleight of Hand) check, use thieves' tools, or use an object.

Second Story Work. Climbing doesn't cost her extra movement and she adds 4 feet to her jump.

ACTIONS

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Sneak Attack. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (2d6) piercing damage.

ILTHAN (FARMER AND CLERIC OF CHAUNTEA)

Medium humanoid (human), lawful good

Armor Class 17 (Breastplate and Shield)

Hit Points 56 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Wisdom+7 and Charisma+5

Skills Medicine +7 and Religion+5

Senses passive Perception 14

Languages Common and Elvish

Challenge -

Blessed Healer. When Ilthan casts healing spells on a target he is also healed for 2 plus the spells level.

Channel Divinity. Turn Undead. Preserve Life. Ilthan can present his holy symbol and heal any target within 30 feet for 35 hit points.

Destroy Undead. Ilthan can use his turn undead ability to destroy undead.

Disciple of Life. Ilthan's healing spells are more effective and they add 2 hit points plus the spells level.

Life Domain.

Spellcasting. Ilthan is a 7th level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He knows the following Cleric Spells.

Cantrips (at will): *Light, Mending, Sacred Flame, Spare the Dying.*

1st level (4 slots): *Bless, Create or Destroy Water, Cure Wounds, Protection from Evil*

2nd level (3 slots): *Aid, Prayer of Healing, and Spiritual Weapon*

3rd level (3 slots): *Dispel Magic, Mass Healing Word, and Remove Curse*

4th level (1 slot): *Guardian of Faith*

ACTIONS

Holy Mace +2. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 3 (1d6) radiant damage. Magical mace with +2 to attack and damage rolls.

MALFESIUS ANTHALTHAS (CLERIC OF CORRELON LARETHIAN)

Medium Humanoid (wood elf), neutral

Armor Class 10

Hit Points 37 (4d8+8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	18 (+4)	11 (+0)

Saving Throws Wisdom+6 and Charisma+2

Skills Insight +6, Medicine+6

Damage Resistances charmed

Damage Immunities magical sleep

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Common, and Abyssal

Challenge -

Channel Divinity. Turn Undead. Radiance of the Dawn.

Malfesius, as an action can dispel magical darkness within 30 ft. In addition, hostile creatures must make a constitution saving throw or take 2d10+4 radiant damage on a failed save and half on a successful save.

Fey Ancestry. Malfesius has advantage on saving throws against being charmed, and magic can't put her to sleep.

Light Domain.

Mask of the Wild. He can attempt to hide even when lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Spellcasting. Malfesius is a 4th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He knows the following Cleric Spells.

Cantrips (at will): *Guidance, Light, Sacred Flame, Thaumaturgy*

1st level: *Bless, Burning Hands, Cure Wounds, Faerie Fire, Healing Word, Sanctuary*

2nd level: *Aid, Continual Flame, Prayer of Healing*

He has 4-1st level spell slots and 3-2nd

Warding Flare. On a reaction, he can impose disadvantage on an attack roll, causing light to flare before his opponent. He can do this 4 times a day.

Notes: Malfesius is out of favor with his God and has no spellcasting ability. During the course of the adventure, there is a chance that he can regain the favor of his deity.

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

MELVAR (CAPTAIN OF THE CARAVAN GUARD, FIGHTER)

Medium humanoid (human), chaotic good

Armor Class 16 (Studded Leather, Shield, and Piecemeal)

Hit Points 26 (3d10+3)

Speed 30 ft.

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

Saving Throws Strength +5 and Constitution +3

Skills Athletics +5 and Intimidation +2

Senses passive Perception 10

Languages Common and Elvish

Challenge -

Action Surge. Melvar can take one additional action and a possible bonus action. He must complete a short or long rest to use again.

Fighting Style. Defense, +1 bonus to AC.

Martial Archetype. Champion. Improved Critical.

Second Wind. 1D10+3 hit points regained. Must complete or short or long rest to use again.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

PATRIANA (PALADIN OF HELM)

Medium Humanoid (human), lawful good

Armor Class 21 (Plate and Shield)

Hit Points 55 (6d10+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Wisdom +5 and Charisma +5

Skills Intimidation +5 and Religion +5

Senses passive Perception 12

Languages Common and Dwarvish

Challenge -

Aura of Protection. She grants friendly creatures a bonus to their saving throw when within 10 feet equal to her Charisma modifier.

Divine Health. She is immune to disease.

Divine Sense. 3 times a day she can detect within 60 feet celestials, fiends, and undead not behind total cover. Additionally, she can tell if something has been consecrated or desecrated.

Divine Smite. She devotes 2-1st level spell slot to this dealing 2d8 radiant damage in addition to her melee damage. For undead it is increased by 1d8.

Fighting Style. Defense, +1 AC

Lay on Hands. She can heal up to 30 hit points of damage by touching a target or she can expend 5 points and cure disease or neutralize poison.

Oath of Devotion. Sacred Weapon. As an action she can imbue a weapon with positive energy adding her charisma modifier, emitting 20 feet of bright light and an additional 20 feet of dim light, and rendering that weapon magical if it is not. Turn the Unholy. Same as clerical Turn Undead.

Spellcasting. Patriana is a 6th level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She knows the following Paladin spells.

1st level (4 slots): *Bless, Divine Favor, Protection from Evil, Sanctuary*

2nd level (2 slots): *Aid and Magic Weapon*

ACTIONS

Multiattack. She can attack twice in a round.

Longsword of Faith. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Slashing damage. Magical longsword with +1 to attack and damage rolls.

HALLSTEIN THE SHEEPSLAYER (BARBARIAN)

Medium humanoid (human), chaotic good

Armor Class 18 (unarmored defense and magical items)

Hit Points 91 (9d12+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	15 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Strength +11 and Constitution +8

Skills Intimidation +6 and Survival +5

Senses passive Perception 11

Languages Common and Orcish

Challenge -

Brutal Critical. He gets an additional damage die on a melee critical hit.

Fast Movement.

Feral Instinct. He has advantage on initiative rolls. If surprised but not incapacitated can react normally but must enter rage.

Danger Sense. Has advantage on dexterity saving throws against traps and spells unless blinded, deafened, or incapacitated.

Path of the Berserker. Frenzy. When raging can get an additional attack using a bonus action. Mindless Rage. He can't be charmed or frightened while raging. Entering a rage negates these effects.

Rage. As a bonus action, he can rage gaining advantage on strength checks and saving throws, +3 rage damage, and resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. With fierce desperation he can make his first attack with advantage on attack rolls using strength but attack rolls against afterwards have advantage.

Unarmored Defense. His constitution modifier counts towards his AC.

Bracers of Defense. +2 to AC

Cloak of Protection. +1 to AC and saving throws.

Ring of Protection. +1 to AC and saving throws.

ACTIONS

Multiattack. He can attack twice in one round outside of raging.

Greatsword+1. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 6) slashing damage. Magical greatsword with +1 to attack and damage rolls.

Ring of the Ram. See DMG pg. 193.

Silver Horn of Valhalla. See DMG pg. 175.

APPENDIX D: MAGIC ITEMS

BABLEDOO'S HORN OF UNNECESSARY USEFULNESS

Wondrous item, very rare, (requires attunement)

This horn belonged to the not-so-legendary halfling bard Babledoo, who aspired to be a Harper but never achieved this goal due to his insufferable personality and poor taste in music. He was unfortunately slain by demons, alongside his fellow adventurers, in the second level of the temple complex. It has seven runes that glow yellow-white when the horn is blown. The horn has two results tables based on when it is blown. When blown in combat, consult Table 1 ; when blown on non-combat scenarios, consult Table 2. As an action, you can blow into the horn and roll on the Combat or Non-combat tables. The horn has 10 charges, and one blast expends one charge. The horn regains 1d4+1 charges per day at dawn, and all spells from the horn are cast at 3rd level (if applicable).



Table 1: Combat

d100	Result	d100	Result
01-08	Advantage on all rolls	59-64	Summons 1d6 rats
09-13	+1 AC for 3 rounds	65-74	Summons a swarm of insects (wasps)
14-19	Summons a monkey with 3 coconuts	75-78	Random noise that stuns for 1 round, 15 ft. cone, DC 13 Constitution saving throw
20-22	+1 attack bonus for 3 rounds	79-80	+10 temporary hit points for 3 rounds
23-27	+1 damage bonus for 3 rounds	81-83	Shoots a dozen rotten eggs
28-42	Shoots a 10-foot-long cone of cold water	84-85	1d10 force damage
43-44	Casts <i>hold person</i>	86-92	Casts Sleep
45-53	Casts <i>charm person</i>	93-94	Summons a goat
54-56	Shoots 1D100 ¼ inch marbles, range 30 ft. cone, DC 13 Dexterity saving throw.	95-96	Casts <i>grease</i>
57-58	Emits a 10-foot cube of foul-smelling gas	97-00	Heals 4d4+4 hit points

Table 2: Non-combat

d100	Result	d100	Result
01-08	Summons turtle	59-64	30 seconds of random noises
09-13	+10 hit points for 1 hour	65-74	Shoots water with goldfish
14-19	+1 ability checks for 1 hour	75-78	Summons Dog
20-22	50 copper pieces spill out of horn	79-80	Belch
23-27	+1 AC for 1 hour	81-83	Advantage on all rolls
28-42	Shoots bubbles	84-85	+1 skill checks for 1 hour
43-44	Makes a horn sound	86-92	Shoots harmless flame
45-53	Flatulence	93-94	Shoots 10 pieces of fruit
54-56	Shoots confetti	95-96	Shoots 10-ft. cube of fog
57-58	Summons 1d4+1 kittens	97-00	Summons pig



BLADE OF EXPEDITIOUS AND CRITICAL COMBAT

Weapon (longsword), legendary, (requires attunement)

A cold iron sword forged by the yuan-ti centuries ago. Its pommel is made of bone, wrapped in snakeskin. The blade is coated with what appears to be an oily sheen. While wielding this weapon, you gain the following benefits:

- A +1 bonus to attack and damage rolls.
- You gain a +1 bonus to your Dexterity score.
- Resistance to poison.
- The wielder gains 10 feet of movement.
- On a successful hit, the blade can secrete a special poison, dealing an additional 2d6 poison damage. The target must make a DC 15 Constitution save, being paralyzed on a failed save for 1d3 rounds.
- On a natural 20, the blade's damage is doubled and the wielder gains an additional attack.

KEYS OF PANCHDHATU

Wondrous item, very rare

These keys are forged from a combination of good aligned souls, demons' blood, and an unknown metal alloy. They are used to open the portals to the abyss in the temple complex to allow demons to enter Faerun.

Each key is crafted for a specific portal and will not work with any other. The keys can open or close their respective portal and can't be destroyed by normal means. The keys act like sending stones, allowing Panchdhatu to telepathically communicate with a person in possession of a key. When within 50 feet of its corresponding portal, the key vibrates.

PANCHDHATU

Wondrous item, chaotic neutral artifact (requires attunement)

A giant citrine quartz, roughly 10 times the size and value of traditional citrine, Panchdhatu inspires awe in those who view it—even to those without the ability to comprehend its true power. Unbeknownst to most, the stone is sentient and fueled by a desire to sow chaos in Faerun. When it wishes, it can communicate telepathically with any creature it chooses, regardless of the languages the creature does (or does not) understand. The stone is also always aware of its surroundings, having truesight up to 250 feet. Many creatures have sought out the stone to grow their own power, with few succeeding. It could be said, however, that the stone is merely collecting these powerful creatures to do its bidding. Even when attuned by a creature, Panchdhatu seeks to fulfill its own goals. It does so by maintaining an elaborate, hidden temple complex which manifests portals to the Abyss, as well as by drawing in and manipulating creatures from all over Faerun to create chaos. While attuned to the stone, a creature's alignment is changed to chaotic neutral and cannot be changed for as long as they are attuned to it. An attuned creature is also considered charmed by Panchdhatu, blinding them to the chaos the stone creates and compelling them to defend it at all costs. While attuned, you gain the following static benefits:

- You are immune to disease or being poisoned.
- You are resistant to all bludgeoning, piercing, and slashing damage.

- You are hidden from divination magic and cannot be targeted by such magic or perceived through magical scrying sensors.

Additionally, an attuned creature can use their action to activate one of the following effects. Each effect has only one charge, and recharges after one tenday.

I Am Become Death. Your size increases to gargantuan for 1 hour, and your hit points are doubled. Your unarmed strikes deal 2d8 magical bludgeoning damage, and all other attacks deal one additional damage die of their usual type. All your attacks are considered magical for the duration, for the purpose of overcoming resistances or immunities.

Abyss Portal. You open a portal to a random location within the Abyss, which stays open for 24 hours. At the DM's discretion, this portal may cause creatures of the Abyss to enter the material plane and wreak havoc. This is equivalent to the summon lesser/greater demon spells found in Xanathar's Guide to Everything.

Summons Monsters. The stone sends out a magical signal which draws monsters near and far to the stone's location. This signal remains active for 24 hours, drawing creatures of all types and challenge ratings to the stone within 1 mile. Creatures drawn are based off of applicable tables based on the terrain the stone is currently in found in the DMG. Creatures drawn in by this signal are significantly more agitated than usual, and almost always hostile.

Destroying the Stone, Panchdhatu

Panchdhatu is impervious to nearly all damage but transporting it to a plane other than the Material Plane or the Abyss renders the it inoperable. The stone can be destroyed by a critical hit with a magical weapon, or by one of the following spells: *disintegrate*, *finger of death*, *power word kill*, or *wish*.

QUIVER OF ARAMIL



Wondrous item, legendary, (requires attunement by a character proficient with simple or martial bows)

This exquisitely tooled mahogany leather quiver is covered in ancient elven script and runes with a dim light-green glow. It has three compartments, one for physical missiles and two for pulling magical bolts of various capabilities from. The quiver bestows the following benefits:

- The Quiver holds up to 60 physical arrows, bolts, or similar objects.
- When wearing this item, you gain a +1 to attack rolls for simple or martial bows.
- A second compartment contains spectral arrows that can take on the properties of whatever the wearer calls for by uttering the command word. The wearer can call for Acid (*Acidum*), Fire (*Ignis*), Ice (*Glacies*), and Lightning (*fulgur*). Bow attacks made with these arrows are considered magical and deal 1d8 damage of the designated type. When using this effect, your ability modifier is not added to the weapon's damage. A maximum of 10 spectral arrows can be used per day.
- A third compartment draws spectral arrows of force. These are also considered magical but only do 1d6 damage, no dexterity bonus is included

- for damage, and there is a maximum of 10 per day.
- You can cast *Feather Fall* once per day.

SHIELD OF MALABYDUS'S BREATH



Armor (shield), legendary, (requires attunement by a creature of good or neutral alignment)

This round shield is made of redwood, elven steel, and plated with emerald-green dragon scales. The central boss is elven steel with the image of a green dragon's head with yellow eyes, ivory fangs, and a fearsome roar. It was crafted in ages past and imbued with the spirit of a Green Dragon who, unlike their brethren, disavowed the ways of evil. She fell in battle against her kin and the elves from long ago rescued her soul, imbuing it into this shield. Around the central boss are seven ancient elven runes that glow in a faint yellow light. While wearing it, this shield grants you the following benefits:

- A +2 bonus to your AC.
- You have resistance to poison damage.
- On a successful save, you take no damage from a green dragon's breath weapon and half damage on a failed save.
- Three times per day, you can cast the *acid splash* as a 1st-level caster (Dexterity saving throw DC 13).

- As an action, the wielder can call upon the spirit of the shield and breath its breath weapon for 3d6 poison damage with a successful save taking half damage. You must complete a long rest before using this ability again.

Sentience. This shield is imbued with the soul of Malabydus, a chaotic good adult green dragon. She has an Intelligence of 17, a Wisdom of 12, and a Charisma of 16. She can speak, read, and understand common, draconic, and elven. In addition, she can communicate telepathically with the wielder. She has hearing and darkvision out to 60 ft.

Personality. Malabydus will develop a bond with its wielder, especially if they are elven, half-elven, or any type of fey creature. Though she is particularly fond of elven and fey cultures, Malabydus does her best to aid any wielder who displays courage, loyalty, and the desire to help the innocent or defenseless. If she has a flaw, it is her desire to battle and defeat evil dragons, especially green dragons.



SMOKING PIPE OF STUDIOUS LEARNING

Wondrous item, very rare, (requires attunement)

This oaken smoking pipe was crafted by the finest gnomish artisans and imbued with magical properties. It can also be

used as a conventional smoking pipe. When using the pipe, you gain the following benefits:

- You can read all languages.
- You gain a +1 bonus to your Intelligence score.
- The cost and time of learning and copying spells is cut in half.
- You have advantage on Intelligence-based checks and saving throws.

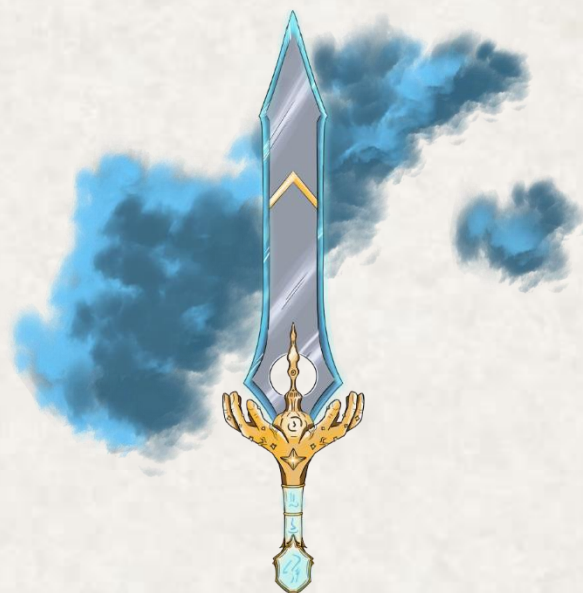
SPIRIT RENDER

Weapon (longsword), legendary, (requires attunement, proficient in martial weapons and of good alignment)

This cold steel longsword has a faint light blue glow. The hilt is shaped like two human hands and the pommel is matte black with three blue runes running down it. The sheath is also matte black steel and has the same three blue runes running down it. Anyone of an evil alignment who touches this weapon suffers 3d6 radiant damage and is unable to use it. While you wield this weapon, you gain the following benefits:

- A +1 bonus to attack and damage rolls.
- You have resistance to necrotic damage.
- As an action, you can speak the words "divine evil" and cast *detect evil and good*. This feature can be used three times per day.
- As an action, you can speak the word "protect" and cast "*protection from evil and good*". This feature can be used once per day.
- Once per day, you can use the Turn Undead feature (Wisdom spell save DC 13).
- As an action, you can speak the word "negate" and cast *dispel evil and good*". This feature can be used once per day (Wisdom spell save DC 13).
- As a bonus action, the sword emits bright light in a 10-foot radius and dim light for an additional 10 feet. You can use a subsequent bonus action to end the effect. The command word for this feature is "light".

- When you hit an undead creature, they take an additional 3d6 radiant damage.



APPENDIX E: DM NOTES AND TIPS

Portal Locations

1. Room 12
2. Passageway 7
3. Room 47
4. Room 67
5. Room 67
6. Room 67
7. Room 67
8. Room 56A
9. Room 56E
10. Room 56E
11. Room 63

Key Locations

- Room 5
- Room 21
- Room 20
- Room 35
- Room 39
- Room 46
- Room 49
- Room 13
- Room 56B
- Room 64
- Room 66

Roleplaying NPCs, such as the Anthalthas siblings, Hallstein, and others, need to be managed with care. If you find that they are taking away from your group's role in the adventure or become difficult to manage, move them out of the scene or into more of a support position. However, if you find your party in a jam, that would be an opportune time to reinsert them into the game to provide some much needed backup.

Roleplaying Panchdhatu The stone is the prime driver of events in this adventure. There are instances where boxed text reveals the stones callous personality or places where it will directly intervene (for example during the potential battle with Malum Vinipata). The entire adventure, specifically in the temple complex, can be run this way to either aid or hinder the PCs. The stone is yours to command in many ways.

Managing Deadly Encounters This is a tier 2 adventure recommended for characters of 5th level. The battle against Malum Vinipata, however, is nearly impossible for tier 2 characters. The party is not meant to battle her, as it would be difficult, to say the least, for them to take on a CR 16 monster. Even 9th-level characters would be hard pressed. There are many ways for heroes to be victorious in the game. Escaping to bring word of the danger of the temple complex to

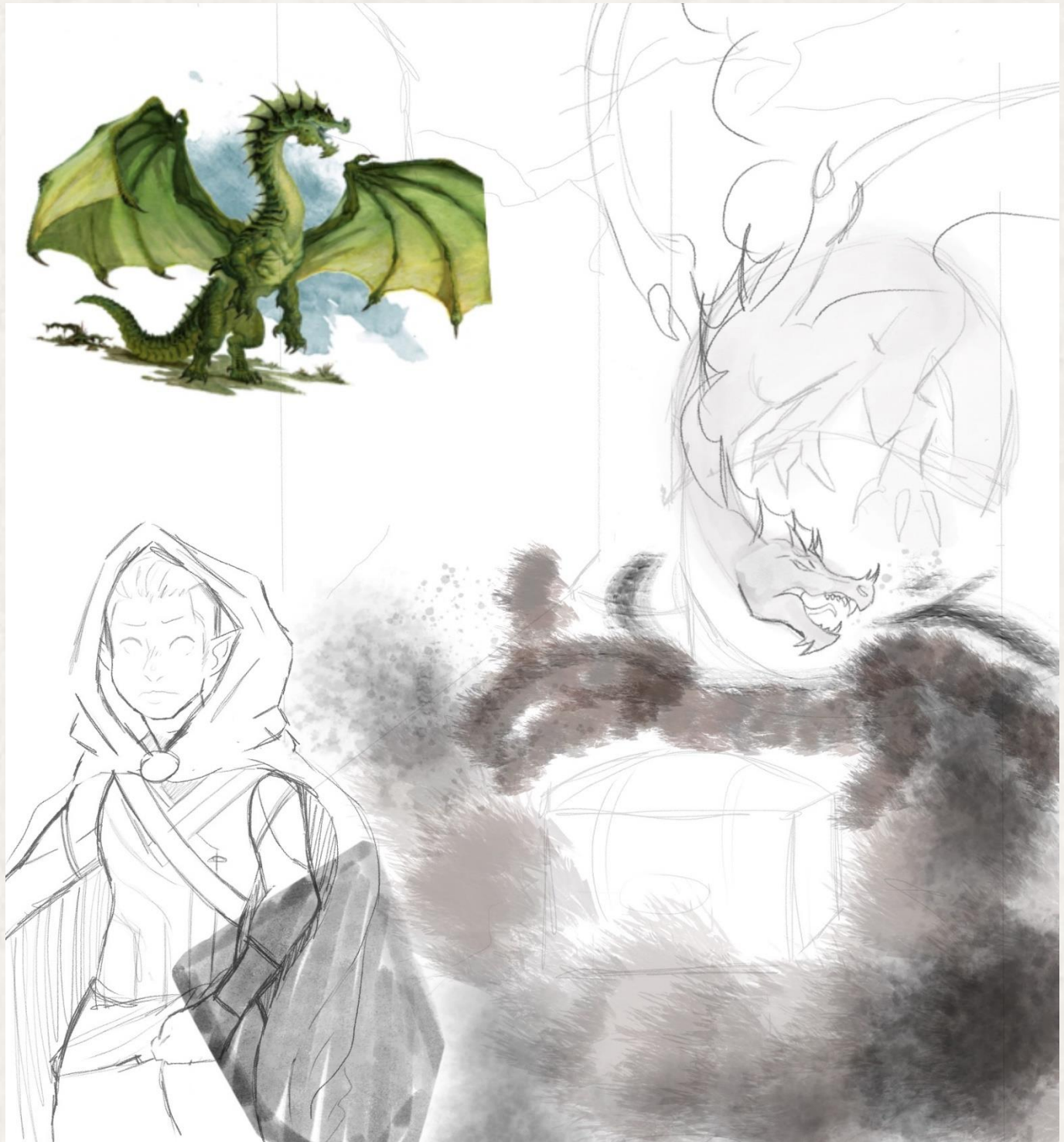
the outside world, rescuing those held captive, defeating all but Malum Vinipata etc.

Awarding XP In addition to gaining experience via combat, award experience for exploration, succeeding on skill checks, casting a spell for the first time, attuning with a magical item, etc. These things will help advance the characters so as they delve deeper into the adventure, they can handle the massive dungeon crawl, specifically on the second level.

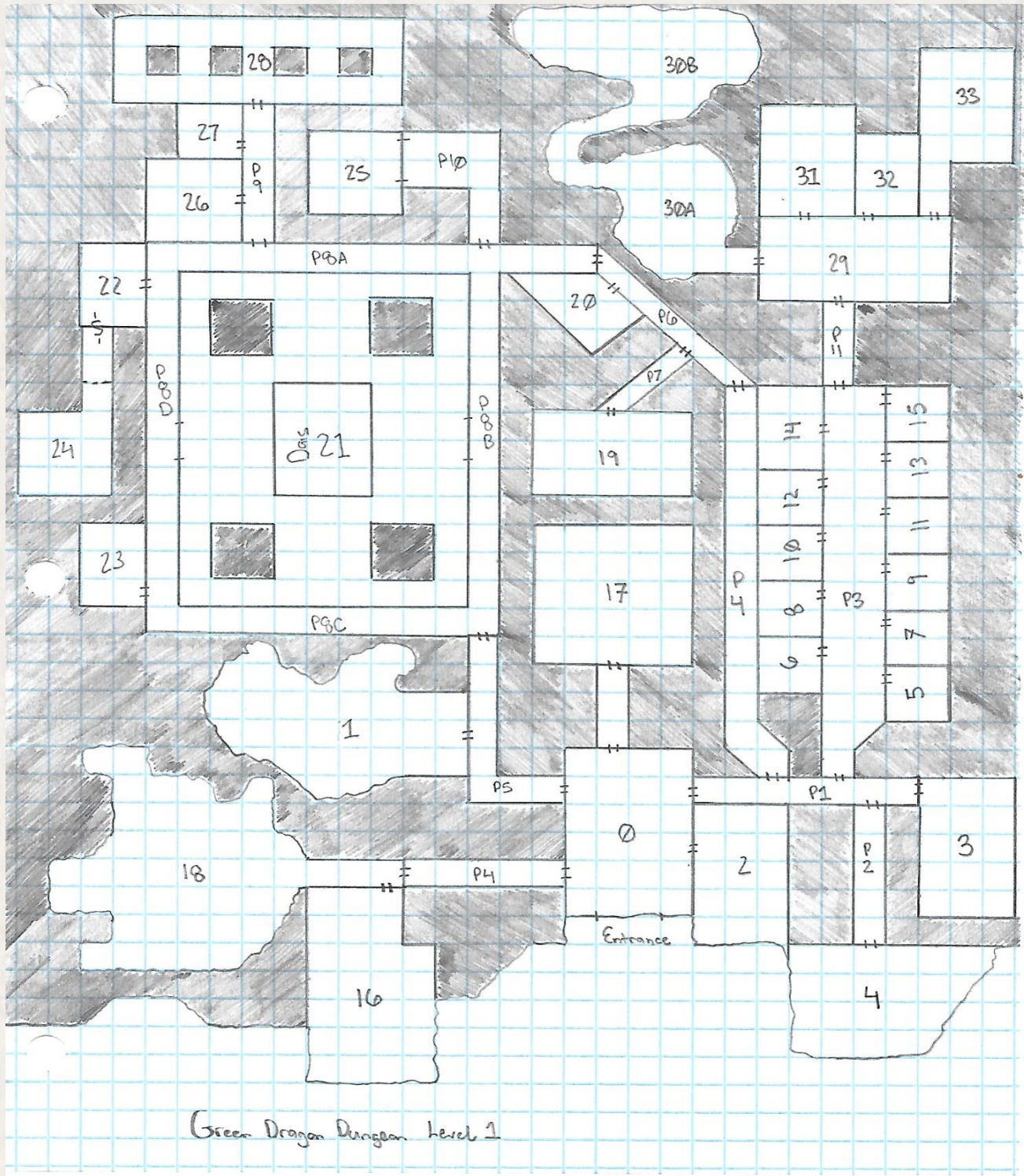
Three things I left out The NPC, Beeble Deepstone as written is only encountered in the town of Hardbuckler. However, to spice up your game you could insert him into the temple complex somewhere as a plot twist. A good example would be in the finale where the portal for Malum Vinipata comes through. In addition, there are two magical items in appendix D, *babbledoo's horn of unnecessary usefulness* and the *smoking pipe of studious learning* that are not utilized. Insert them where you see fit. The horn could be interesting with its various results from using it.

Adding Depth to the adventure There are two significant settlements in this adventure, Boareskyr Bridge and Hardbuckler. There are two side quests to add depth to the game, but don't be afraid to add new locations or expand upon the ones listed in the module to expand on the three pillars of D&D: combat, exploration, and social interaction. At the end of the day, this is your game, manage it how you see fit, make changes as necessary for balance, storyline, etc. Finally, have fun.

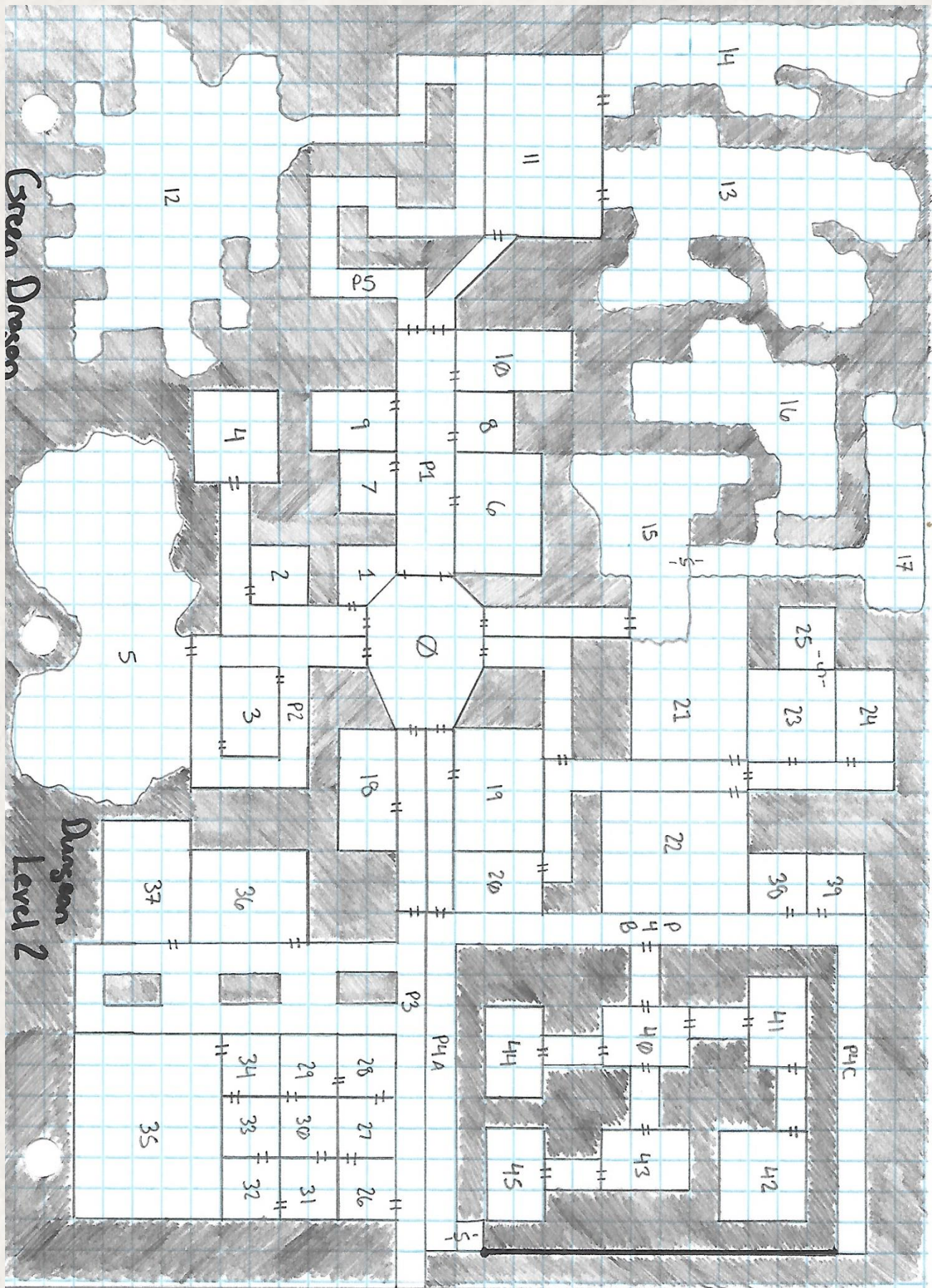
APPENDIX F: DM BONUS CONTENT

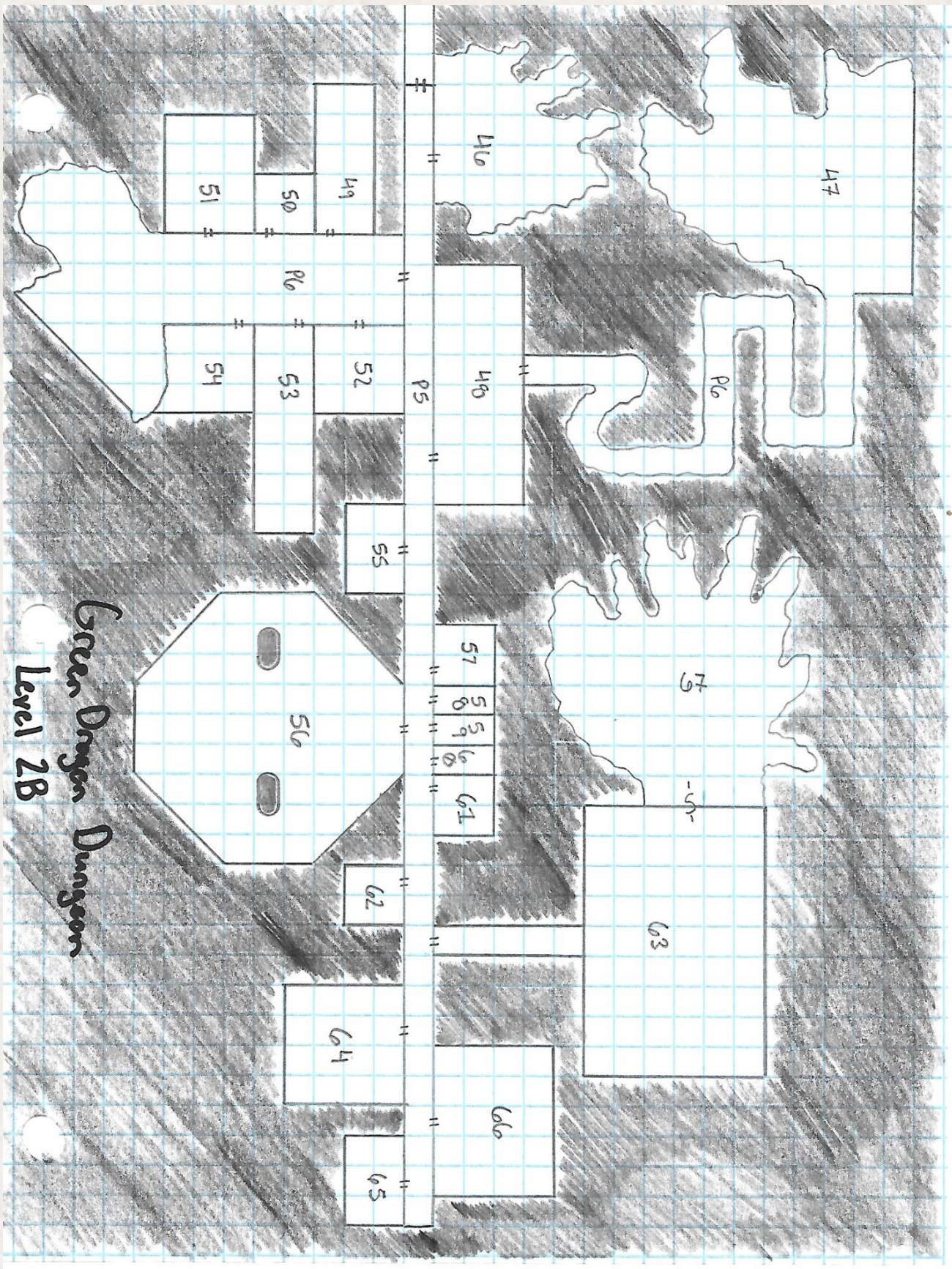


This was the original draft for the cover art provided by my eldest child. They are extremely talented, but they share my habit of procrastination. I showed this to Adson Aquino to inspire him to make the awesome cover for this adventure.



Here are the three original drawings of the Temple Complex. They were done old school: graph paper, pencil, ruler, and inspiration. I discovered Dungeondraft and, like magic, made my creation even better.





Green Dragon Dungeon
Level 2B

INTO THE FOREST OF WYRMS: TEMPLE OF THE DEMONIC CULT

ESCORTING A CARAVAN FROM BOARESKYR
BRIDGE TO HARDBUCKLER SEEMS LIKE A SIMPLE
TASK. REST EASY IN THE MANY EYED MAW
TAVERN AFTER FIGHTING OFF BRIGANDS FROM THE
TRIELTA HILLS. HEAR A TALE OF A DEMONIC CULT
AND A STRANGE TEMPLE COMPLEX OCCUPIED BY A
GREEN DRAGON. ADVENTURE AWAITS IN THE
FOREST OF WYRMS.

