



5TH EDITION ADVENTURE

BONES OF THE COMPANION



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BONES OF THE COMPANIONS

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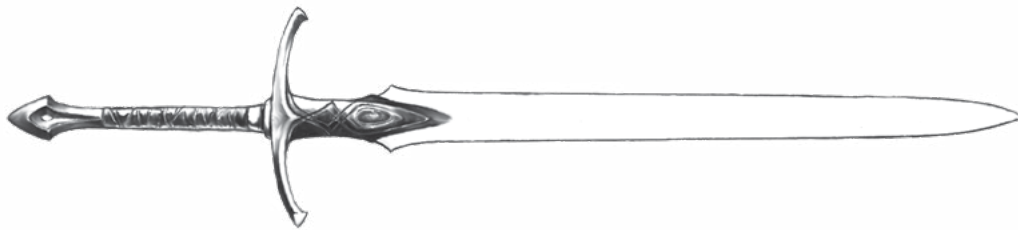
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Printed in the United States of America

INTRODUCTION

This adventure takes place in a crypt located in a pocket dimension. The crypt has a portal to the Abyss that was guarded by a cleric who died some months previous to the player characters' arrival. Demons have since entered the crypt and, more recently, a demon left the crypt and entered the town where a portal to the crypt is located. The characters are asked to investigate the source of a demon who recently rampaged through a city, the crypt.

Bones of the Companions is an adventure designed for higher-level play. It is suggested the party have, minimally, 4 members with an average of 8th level. A mix of classes is necessary to successfully complete the adventure. It is nearly critical that a cleric is a member of the adventuring party. It is especially useful if a paladin joins the fray.

A NOTE ABOUT TERMINOLOGY

As you read this adventure, you will notice some terminology that may seem confusing at first. For example, instead of the normal term for the person running the game, our products call the game master a Castle Keeper, or CK. We do this as it is a term that has become associated with our company, and is an identifier of a Troll Lord Games product.

In addition, we have tried to clearly identify when a reference to the core rulebooks for the Fifth Edition Fantasy game we are supporting are used—look for the term “core” before things like *Fifth Edition Player's Handbook*, *Game Master's Guide*, or *Monsters Tome*. Formal titles of our own works, such as *Codex of Aihrde*, *Fifth Edition Player's Guide to Aihrde*, and *Monsters & Treasure of Aihrde* are hopefully clear enough to differentiate them from references to the core rulebooks for the *World's Most Famous Fantasy Role Playing Game*.

BONES OF THE COMPANIONS

The Companions were a band of mercenaries who sold their services to the highest bidder. Known as efficient, dogged, and very capable, their services were sought far and wide. The Companions never numbered more than a few hundred core members with several thousand ancillary troops. After five decades in the field, the core members dwindled in number from battlefield deaths, old age, disease and exhaustion. They eventually disbanded with the surviving members going their own way. Many retired and lived out their lives in peace while others continued their careers as mercenaries. The name and reputation of The Companions still resonates in many circles, and many are the tales of their battles and power. At the height of their influence and wealth, the leadership decided to build a special crypt for its core members. About a hundred of the members were interred there.

This crypt is located in a pocket universe and is accessed through various portals. One of those portals is in the basement of the house of The Companions last leader, Chaplain Debuois. There are other entries, and one of those leads to the Abyss. Chaplain Debuois kept a watchful eye on the crypt while he lived and has held all the portals closed for decades. Several



months before the beginning of the adventure, Debuois died at the ripe old age of 143.

After his death, the crypt went unguarded and the portal from the Abyss was opened. Creatures entered the crypt and managed to take it over. Additionally, one of those creatures left the crypt and visited the plane where Chaplain Debuois lived. The unexpected and unwelcome arrival of a demon in the town in which Debuois resided was the source of great concern, to put it mildly. After discovering the source of their problem, the locals decided to hire a group of capable adventurers to ensure this never happens again. The PCs are taken to the house of Chaplain Debuois and shown the portal through which the demons have arrived.

The crypt has been taken over by a succubus, Hefratim, along with her minions and several other demons who have come for their own reasons. The demons initially used it as an enjoyable place to wreak havoc. After having discovered the manner of leaving the crypt and going to the place where Debuois lived, the succubus has decided to send her minions or others through it to cause problems, steal things or generally make life miserable for those they find.

ABOUT THE CRYPT

The crypt is built inside a cube of stone that is a pocket universe. The crypt itself is built about 30 feet inside the cube. Please refer to the map. The crypt is constructed as a cube and conforms to the shape of a cube. Think of a cube inside of a cube. Each section of the map is a face of the cube. Two maps have been provided. One is for references and the other can be cut out and actually shaped as a cube (with the help of some scissors and tape) to better reference the party's or a character's location at any time.

Those travelling to and from the crypt do not notice they are in a cube and from their perspective the crypt is level. This means

when the PCs travel over an edge or lip of the cube in the crypt, they do not notice any change whatsoever. If any attempt to map the crypt is undertaken, the mapper quickly notices discrepancies and shortly, a bizarre map should emerge. This may be confusing for the player, but that is the player's problem, not that of the CK. Just keep track of the players on your map.

THE ENCOUNTERS

When the PCs arrive, there are quite a few demons in the crypt. Only a few are stationary. The others wander bored and aimless. A wandering demon chart is provided for use during the adventure. There is a limit to the number of demons on the chart. Should any demon that has died or left the crypt be rolled as an encounter, treat the roll as if there were no encounter. There are also a few undead wandering through portions of the crypt or described in specific areas. The wandering undead are limited in number as well.

Though several of the demons are ostensibly working with Hefratim or at least under her command, it should be noted demons are generally less caring about structure, commands, and laws and obeying orders than any other creatures in existence. They often do what they want when they want without regard to consequence. Hefratim offers little direction anyway as this succubus is really concerned with other things and not her fellow demons.

HEFRATIM

Hefratim is wandering around the crypt. Once she has been informed of the PCs arrival, Hefratim begins sending her minion against the PCs to fight, bargain, waylay or trap them. Hefratim does not confront the party in a struggle unless forced to do so. Hefratim prefers to split the party and confront each member individually. Hefratim's goal is to enslave or force the PCs into doing her bidding rather than necessarily killing them. However, she is not averse to killing them. Hefratim does not sacrifice herself for this crypt or anything in it and attempts to escape should she feel significantly threatened. She uses all her minions to carry out her will and fight for her if possible or necessary. When encountered, Hefratim will be accompanied by three Ulthal (see encounter chart below for details).

HEFRATIM, DEMON, SUCCUBUS (NE Medium Fiend) HP 66 (HD 12d8+12), AC 15 (natural armor), Spd 30ft., fly 60ft. Str 13 Dex 18 Con 10 Int 12 Wis 14 Cha 20. Perception 12(+2). Deception +7, Insight +4, Persuasion +7, Stealth +6. Claws +7 (1d6+4) slashing, Tail +6 (1d4+4) piercing, Dagger +4 (1d4+4) slashing. SA Darkvision 60 ft. May take the form of a fair maiden. Wings of Insanity can unfurl wings, forcing all creatures who can see it to make a Wisdom Save (DC 15) or be paralyzed. Can save again at the end of target's turn. Three failures result in feeblemind. Kiss of Doom. Target must be willing. Target must make a DC 15 Charisma save, being rendered unconscious on a failure. Has advantage on saves vs spells and other magic effects. Innate Spellcasting (Spell Save DC 15, +7 to hit) At Will: tongues, 3/day each: hallucinatory terrain 1/day each: hypnotic pattern, suggestion. Multiattack. While in its demonic form, the succubus can make two claw attacks and one tail attack. While in fair form, it may strike once with its dagger.

ENCOUNTER CHART

Roll a d6 once every ten minutes. A '1' indicates an encounter. If an encounter occurs, roll a 1d8 and consult the chart below. If a result is a creature that has died or left the crypt, ignore the encounter.

1: DEMON, CAMBION (1 in the crypt) (CE Medium Fiend) HP 60 (HD 11d8+11), AC 18, Spd 30ft., fly 60ft. Str 17 Dex 20 Con 12 Int 13 Wis 12 Cha 18. Perception 14(+4). Deception +7, Insight +4, Persuasion +7, Stealth +8. Scimitar +8 (1d6+5) slashing, Dagger +8 (1d4+5) slashing, Fire Ray +8, range 120ft., (3d6) fire. SA Darkvision 60 ft. Innate Spellcasting: 3/day each: alter self, command, detect magic, 1/day: plane shift (self only). Multiattack, two melee attacks or Fire Ray twice. Fiendish Charm, one creature it can see within 30ft., DC 15 Wisdom save or be charmed for 1 day. Fiendish Blessing, Charisma bonus added to AC.

The cambion's name is Inthafirnit. It is working with Hefratim to gain easy access to humans for hunting, killing, eating, enslaving, or for entertainment. The alliance between Inthafirnit and Hefratim is tenuous. Both are primarily concerned with their own safety and eventual goals rather than that of one another.

2: DEMON, GLABREZU (1 in the crypt) (CE Large Fiend) HP 157 (HD 15d10+75), AC 17, Spd 40ft. Str 20 Dex 15 Con 21 Int 19 Wis 17 Cha 16. Perception 13(+3). SV Strength +9, Constitution +9, Wisdom +7, Charisma +7. Pincer +9, reach 10ft. (2d10+5) piercing plus Medium or smaller creature grappled (escape DC 15), can grapple up to two targets, Fist +9 (2d4+2) bludgeoning. SA truesight 120ft., resistant to cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks, immune to poison and poisoned. Innate Spellcasting (spell save DC 16), at will: darkness, detect magic, dispel magic; 1/day each: confusion, fly, power word stun. Magic Resistance (advantage saves vs. spells and magical effects). Multiattack, four attacks: two pinchers, two fists, or two piercers and one spell.

The glabrezu is here to cause chaos, inflict pain, and bring misery to any other living creature it discovers here. So long as it has victims to torture it intends on indulging its passions. It has no use for or interest in Hefratim. The glabrezu carries with it a powerful and ancient relic of evil, the Staff of the First Necromancer (see new magic item, below), a magic item that allows it to create powerful undead—a power it has put to use within the crypt in pursuit of amusement and because it can. Ordinarily, the Staff of the First Necromancer corrupts the wielder's soul with each use, but since the glabrezu has no soul, it suffers no ill effects.

STAFF OF THE FIRST NECROMANCER

Staff, legendary

This twisted, gnarled staff was fashioned over a thousand years ago from a variety of mismatched bones connected to a large creature's spinal column. This staff allows the wielder to create undead from corpses. As an action, when the wielder speaks the command word and touches the staff to an in-

tact corpse, the corpse rises 10 minutes later as the wielder's choice of a wraith, a specter, or a mummy. The staff grants no control over the newly risen undead, and that creature may well attack the wielder if given the chance.

Each use of the staff forever corrupts and stains the wielder's soul. After using the staff nine times, the wielder dies and their accursed soul becomes bound to the staff for eternity.

- 7: DEMON, DRETCH** (3d4; there are 36 in the crypt) (CE Small Fiend) HP 18 (HD 4d6+4), AC 11, Spd 20 ft. Str 11 Dex 11 Con 12 Int 5 Wis 8 Cha 3. Perception 9(-1). Bite +2 (1d6) piercing, Claws +2 (2d4) slashing. SA Darkvision 60ft., resistant to cold, fire, lightning, immune to poison, poisoned. Fetid Cloud (1/day) 10 ft. radius around dretch, lasts 1 min, DC 11 Con save or poisoned until start of next turn; poisoned creature can only take action or bonus action, can't take reactions. Multiattack, one bite one claw.

The dretch move in packs and aimlessly attack anything other than other demons. They make a lot of noise when they move.

- 4: DEMON, HEZROU** (1d2; there are 2 in the crypt) (CE Large Fiend) HP 136 (HD 13d10+65), AC 16, Spd 30ft. Str 19 Dex 17 Con 20 Int 5 Wis 12 Cha 13. Perception 11(+1). SV Strength +7, Constitution +8, Wisdom +4. Bite +7 (2d10+4) piercing, Claw +7 (2d6+4) slashing. SA Darkvision 60ft., resistant to cold, fire, lightning; bludgeoning, piercing, slashing from nonmagical attacks, immune to poison, poisoned. Magic Resistance (advantage saves vs spells and other magical effects), Stench, 10 ft. of hezrou, DC 14 Con save or poisoned until start of next turn, immune for 24 hours after save.

The hezrou are in the crypt at the behest of Hefratim and nominally do her bidding. They are anxious to leave and wreak havoc on the realms of man, elf, and dwarf.

- 5: DEMON, PARALYTE** (1d3; 3 total in the crypt) (CE Small Fiend) HP 38 (HD 7d6+14), AC 17, Spd 50 ft. Str 16 Dex 8 Con 14 Int 5 Wis 5 Cha 6. Perception 7(-3). Claws +5 (1d6+3) slashing, Spew Acid recharge 6, one target 15 ft range, Target must make a Dexterity Save (DC 13) taking (3d6) acid damage on a failure, or half on a success. SA Immune to poison, resistant to acid.

The paralytes wandered through the crypt aimlessly. Everyone else considers them a pest. There were 7 of them. The others were killed by other demons.

- 6: QUASITS** (4d4; there is a total of 64 in the crypt) (CE Tiny Fiend) HP 7 (HD 3d4), AC 13, Spd 40ft. Str 5 Dex 17 Con 10 Int 7 Wis 10 Cha 10. Perception 10. Stealth +5. Claws +4 (1d4+3 plus 2d4 poison and poisoned/1 minute (DC 10 Con neg.)). SA Resistant to cold, fire, lightning, nonmagical weapons, immune to poison and poisoned; Darkvision 120ft; 1/day: Scare (Target frightened/1 minute (DC 10 Wis neg.)); Darkness, invisibility at will.

The quasits were called here by Hefratim for service and they, in turn, invited others of their kind to join them. They make

horrible servants except in the presence of the succubus. When near the succubus, they obey her unconditionally.

- 7: DEMON, ULTHAL** (1d2; 8 total in crypt) (CE Medium Fiend) HP 75 (HD 10d8+30), AC 16, Spd 30 ft Fly 80 ft. Str 17 Dex 12 Con 16 Int 10 Wis 12 Cha 8. Perception 11(+1). Stealth +4. Claws +6 (1d6+3) slashing, Scythe +6 (2d6+3) slashing plus (2d6) necrotic, Bite +6 (1d8+3) piercing. SA Innate Spellcasting. (Spell Save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At Will. Detect Thoughts, Speak With Dead, 3/day each: Improved Invisibility, 2/day each: Dispel Evil and Good, 1/day each: Animate Dead. Charm Immunity. Not only are the Uthal immune to charm, but they are immune to any charm effect that would in any way affect their emotions. Multiattack. The Uthal can strike twice with its claws or once with its Scythe, plus making a bite attack.

The uthal are personal bodyguards to Hefratim. Their loyalty and attention to duty extend only so far as their innate nature and intelligence allow. In the presence, of the succubus, they obey the succubus' every command.

- 3: SPECTER** (1 in the crypt) (CE Medium undead) HP 22 (HD 5d8), AC 12, Spd 50ft (fly). Str 1 Dex 14 Con 11 Int 10 Wis 10 Cha 11. Perception 10 (0). Life Drain +4 (3d6 necrotic plus reduce hp maximum by damage taken until victim finishes long rest (DC 10 Con negates). Incorporeal movement; sunlight sensitivity; darkvision 60ft; immune to necrotic, poison, charm, exhaustion, grapple, paralyze, petrify, prone, restrained, unconscious; resist acid, cold, fire, lightning, thunder, and nonmagical bludgeoning, piercing and slashing.

ENTRY AND BEGINNING

The PCs are contacted by the leadership of a town and informed of a problem they need help solving. A demon (or several) came into town recently, killed some people, destroyed property, and wreaked havoc on the community. The local constable traced the source of the demon's arrival to a large fortified mansion. In the basement of the mansion is a portal leading to somewhere. No one knows where the portal leads, but it is known that the demon came through the portal. The PCs are informed the mansion belonged to Chaplain Debuois, the last known leader of The Companions. The town leadership requests the PCs go through the portal and try to close it or discover what lies beyond and prevent the demon from returning.

The PCs are supplied with whatever common items are deemed useful. These are free and include items such as torches, oil, lanterns etc. This should be within reason. The PCs are also given a 1000gp spending allowance to buy whatever else they need such as weapons, magic items, holy water, etc. Assume the town is very well supplied and many things, even some magical objects, are available for purchase or can be borrowed.

THE CRYPT

Portions of the crypt are well made with finely carved stone that has been plastered or covered with decorative stonework. It is fairly ornate and obviously much work has gone into its

construction. Other portions of the crypt are rough-hewn, having never been finished. There are sconces every 20 feet in the corridors. In rooms, there is a sconce located on every 10-foot section of wall. The floors are smooth flagstone and very well made. The rough-hewn portions of the crypt have coarse, uneven floors. The walls are crumbling in these sections as well. The stone in which the crypt is carved is a loose sandstone mixed with a more solid clumpy stone. It is very easy to dig.

Time does not pass normally in the crypt. Nothing ages, there is no sense of hunger or thirst, almost everything is in a type of temporal stasis. However, once exited, time catches up with whoever walks out. This was discovered to devastating effect when someone remained in the crypt for nearly a month and when they stepped out, 30 days passed for their body in an instant and they died immediately of dehydration. So great care was taken to measure time when anyone stayed in the crypt.

Some of the side effects are as follows:

- Spells that inflict damage over the course of multiple rounds only work in the initial round. Thus, acid arrow inflicts its initial 4d4 acid damage, but not the 2d4 acid the next turn. Likewise, if a spell or effect inflicts poison damage for longer than 1 round, the damage only occurs on the initial round. Damaging spells that persist in an area, such as (for example) cloudkill or wall of fire, function normally and without any changes.
- No time passes while in repose, whether a short rest or a long one. A creature does not heal naturally following a long rest. Spellcasters do not regain expended spell slots after a long rest (or a short rest, for warlocks). Class features that recharge following a short or long rest do not recharge. This can be paradoxical so handle with care.
- Once a creature exits the crypt after having spent 6 or more hours within, it automatically takes 45 (10d6) damage to catch up the time lost in the crypt. This damage cannot be avoided or prevented.

AREA 1: BASEMENT, STEPS AND WELCOME CHAMBER

When the adventure begins, the portal to the crypt is closed. The portal is located on a wall in the basement of the mansion. A dozen guards are in the basement and nothing has ventured through the portal since the guards arrived. The PCs are shown the area on the wall where a demon ran through the portal (a quasit was being chased by a magic user). The area they indicate resonates with conjuration magic.

The basement is a storage area littered with boxes, crates and barrels. These contain construction material, tools, food, water, and other material needed in the crypt. Of interest amongst all this common material is a crate of 12 small hourglasses. These were used to measure time while in the crypt. The PCs are allowed to go through the material. The guards have already done so and taken any really valuable items.

Engraved in invisible ink on a brick above where the guards indicate the portal is located is the word 'open.' By saying this

word in a local tongue, the portal opens; a creature that specifically examines this brick notices the faint outlines of the text with a successful DC 20 Wisdom (Perception) check. Failing this, if the characters spend an hour carefully searching the room and studying the area, they discover the command word.

Once opened, the portal remains open for 10 minutes and then closes. The same command word works from inside the portal. But whichever side one ends up on, a creature must wait for 24 before traveling back through the portal. It can be opened as often as desired otherwise.

When the portal is open, a blue, oval frame of glowing light appears on the basement wall. The brick dissipates, and one can see a short stone-walled corridor ending with steps leading down into darkness on the other side of the portal. There are sconces on the wall of the corridor and a large hourglass securely attached to one wall.

Once the PCs figure out how to open the portal, the captain of the guard wishes them luck on their mission. Should the PCs elect to wait in the basement for something to come through, they must wait at least 48 hours. Then roll on the encounter chart provided above for what exits the crypt.

When a PC first steps through the portal, they hear a voice that sounds like the cracking of tree limbs,

“Go away now weaklings! Go! Run back to the place you come from or I will gobble and gnash and crack your bones for a stew.”

This is a quasit (see above for statistics). It has been watching for the guards to come through the portal for some time. When the PCs begin moving through the portal, the quasit casts darkness and says the previous. It has been ordered to watch the door and report back to Hefratim every time something moves through the portal. The quasit is really poor at its job and has no intention of informing Hefratim of anything. It voices this warning and then disappears into the darkness searching for its companions.

The steps lead down and into the crypt. The steps are steep and broad making walking down them awkward. There are two landings on the way down. On the first lies the mangled body of a young human. There are no cuts on him but significant bruising. A successful DC 10 Wisdom (Medicine) check identifies that he suffered numerous broken bones. The second landing has a broken vase on it with ashes scattered around it.

The corpse is that of a servant who helped maintain the crypt. He was caught when a demon came through the portal to the Abyss and subsequently beaten and killed. The vase is from one of the rooms and just thrown up here by a quasit.

The chamber at the bottom of the steps is adorned with tapestries. These have been ripped and torn, though are still hanging from rods. The tapestries depict battles with many named heroes woven into it. The floor is covered in a beautiful mosaic of a star-filled sky. The mosaic has been shattered in many places. Two large demolished stone statues laying on the floor. These have been broken into many pieces, but both are discernable as armoured warriors. Next to one of the statues lays the shattered remnants of a gem-

stone amulet. A second amulet, badly fractured but more intact, remains around the neck of the second statue.

The statues were shield guardians that were destroyed. One of the statues—the one with the damaged amulet still around its neck—resonates with a slight magical aura. Because the magic remains, this construct can be restored to function via repeated castings of the mending spell over the course of 10 minutes to repair it and the amulet. Once the shield guardian and its control amulet are fully restored, whoever possesses the amulet controls the construct. This amulet allows the wearer to telepathically communicate with the guardian so long as they remain on the same plane of existence. Once active, the guardian always knows the distance and direction to its control amulet. Finally, if the shield guardian is within 60 feet of the amulet wearer, half of the damage the wearer suffers (round up) is instead taken by the guardian. See the core rules for additional details on shield guardians.

At the far end of the room is a double door constructed of metal. It is engraved with images of various deities bringing the dead to the firmament. In front of the door is a prayer bowl. The prayer bowl has a liquid in it.

The liquid is demon urine and meant as an offence to those deities on the door.

SHIELD GUARDIAN (*Unaligned Large Construct*) HP 142 (15d10+60), AC 17, Spd 30ft. Str 18 Dex 8 Con 18 Int 7 Wis 10 Cha 3. Perception 10(+0). Fist +7 (2d6+4) bludgeoning, Multiattack (2 fists). SA Blindsight 10ft., darkvision 60ft. Immune to poison, charmed, exhaustion, frightened, paralyzed, poisoned. Regeneration, 10 hp at start of turn if it has 1 hp remaining. Spell Storing, store one spell 4th level or lower. Shield as reaction, grants +2 AC to amulet wearer if guardian within 5ft. of them.

AREA 2: CHAMBER

This chamber housed artifacts and treasures belonging to members of The Companions. It has been ransacked and everything of value taken. The floor is littered with the shattered remains of shelves, racks, trunks, stands and the less valuable debris. There are two half-burnt tapestries on the wall and a broken marble urn. A brass door at the other end of the room is slightly ajar and framed in a green light. There are a few weapons on the floors, a scattering of small statuettes, and a dented helmet.

A dozen gold and silver coins, each minted with the face of one of The Companions, can be found scattered around on the floor. The gold coins (24 of them) are worth 100gp each to a collector and the silver coins (24 of them) are worth 50gp each to a collector. The reverse side of each is printed with a holy symbol. If the coins are placed on the skin of a demon or devil, they cause 1d4 radiant damage each round of contact.

AREA 3: PRAYER ROOM

The brass door to this chamber is slightly ajar. The glow of a green light emanating from inside frames the door jam. This chamber is occupied by twelve small quasits who have gathered around a green flame floating in midair in the center of the room. There

is a gold statue of the Lord of Death on the far wall that can be correctly identified with a successful DC 10 Intelligence (Religion) check. It stretches to the ceiling. There are several dozens wooden, brass, tin, and stone offering cups on a series of shelves along the left wall. Along the right wall are 48 urns filled with sand and each has burned incense sticks in them.

Everyone who entered the crypt came here to pay their respects, make offerings and pray to the Lord of Death to protect the bodies and souls of the dead. The offering cups contain gold and silver coins and trinkets. Altogether they amount to 2000gp in value.

The quasits are protecting the shrine from any desecration. The Lord of Death is worshipped nearly everywhere and Hefratim does not want to anger that deity. Initially, the quasits do nothing to anyone who enters the chamber other than to observe them. The quasits may speak with the characters if properly engaged. They only attack if they are attacked and can not find a way to flee. If cups, incense sticks, or the statue is bothered or in any way profaned, the quasits attack. As a stationary encounter, these quasits are not subtracted from those available for random encounters.

QUASITS (*CE Tiny Fiend*) HP 7 (HD 3d4), AC 13, Spd 40ft. Str 5 Dex 17 Con 10 Int 7 Wis 10 Cha 10. Perception 10. Stealth +5. Claws +4 (1d4+3 plus 2d4 poison and poisoned/1 minute (DC 10 Con neg.)). SA Resistant to cold, fire, lightning, nonmagical weapons, immune to poison and poisoned; Darkvision 120ft; 1/day: Scare (Target frightened/1 minute (DC 10 Wis neg.)); Darkness, invisibility at will.

AREA 4: RELIQUARIES

The floor in this chamber is an ornate marble with blue veins and the domed ceiling shimmers with speckles of gems and jewels in a cosmic swirling pattern. The walls are lined with stone pedestals of varying heights. Several have been knocked over. At the base of most of the pedestals is broken pottery, ceramic, and glass mingled with ash, bones, sand, and dirt.

Several items of great value were kept here. The ash and bones are the cremated remains of beasts considered worthy adversaries by those interred in **Area 5**. The demons took the valuable items for themselves or brought them back to hell. They dumped all the valueless items on the floor. All were jars and vessels containing cremated remains have been dumped out.

A search reveals much debris but nothing of any real value except on one of the finger bones found amongst the ashes with a thorough search and a successful DC 15 Wisdom (Perception) check. A leather band is still on the bone. The band is a ring of psychic resistance.

AREA 5: CRYPT

This small room is laid with blue tiles on the floor and red tiles on the wall. The red tiles all have a rendering of a volcano etched on them. The domed ceiling is painted blue with a single star in its center. Two elaborate sarcophagi dominate the room. They are 8 feet long and 4 feet wide. The marble has been carved into reliefs all along the bottom and painted in bright colors. Each depicts a warrior fighting many monsters. One of

the sarcophagi has the relief of a person in heavy armor in deep repose. The other has a relief of a person holding a mace and the other is holding three arrows.

The sarcophagi contain the remains of members of the Companions. The top of each sarcophagus can be removed. They weigh 500 pounds each. They each contain 10,000gp of finery on the interred. One contains a mace of disruption and the other a +3 bow that conforms to the desires of the wielder (it becomes a long bow, short bow, etc., as the PC's preferred weapon).

AREA 6: SHRINE

This chamber has an aqua veined marble floor, stark white limestone walls, and vaulted ceiling. The ceiling is plastered and painted with a depiction of some great battle. At the far end of the room, several steps lead up to a large alcove where a statue of the Lord of Judgement sits in the traditional pose for delivering rulings to those brought before him. The statue is painted in hues of blue, purple and skin tone except for large swaths of an ashy smear across its face and abdomen. The doors to the left and right are closed. Both are made of iron. A muffled pounding sound is heard coming from beyond one door (**Area 10**).

There is a babau in either **Area 8** or **Area 10**. The final location is left up to the Castle Keeper. The babau is described in **Area 8**. If it hears the party in here, it comes to investigate. Those who entered the crypt typically came here to offer a prayer and small sacrifice to the Lord of Judgment in hopes of currying favor at the end of their days. The demons who have come here have little respect or concern for the Lord of Judgment (having, in their 'minds,' never received any) and smeared the statue's belly with their own particular type of refuse. It stinks.

Should the ashy smear be collected, it can be mixed with holy water to create a dangerous cloud/mist of holy water. If one ounce is mixed with at least one cup of holy water, a 10x10-foot cloud of holy mist develops. This cloud lingers for up to ten minutes and acts the same as a vial of holy water to anything walking through it. There are about ten ounces of demon refuse smeared on the statue. It takes 5 minutes to collect one ounce.

AREA 7: STORAGE CHAMBER

There is a rack of tools along the east wall of the room. Shovels, picks, crowbars, hammers, chisels, metal buckets and pales are neatly arranged and organized in a series of wooden racks. The north wall has chains, ropes, cords, pulleys and hooks hanging from pegs. There are also ten hooded lanterns here. Three trunks are arranged in a row beneath these items. The south wall has stacks of brick, cobbles and square flagstones. In the center of the room is a broken pick. This was a big pick. The flagstones near the pick are shattered in a web of cracks. In the center is one large hole about 7 inches deep.

None of the trunks is locked. One trunk contains gloves, smocks, face masks and other protective gear used while digging. Another trunk contains 30 glass pint bottles, each filled with oil. The third trunk contains six miner's lanterns and dozens of small ceramic oil lamps.

The crack in the center of the floor is from a demon who decided to test the largest pick in the room. The pick was used by a very strong miner but is not magic. After cracking the floor, the demon left.

AREA 8: PREPARATORY CHAMBER

The room is dominated by a long stone slab (with a body on top of it if the babau is in here). The slab is three feet high and nine feet long, constructed of marble with yellow and blue veins traced over its surface. All along the edge of the slab small 8-inch bowls are carved into its surface. Along the walls of the room are several tables and shelves. One shelf holds dozens of ceramic jars of varying sizes. One table has cutting tools arrayed across it. Another has piles of cloth on it. Along another wall is a small furnace on top of which is a deep pan with a lid. A pile of wood lies nearby.

If the babau is in here, it lies atop the table deep in thought, contemplating whatever it is demons contemplate. It does not hear nor notice the PCs it is so deep in thought. Not until it is touched does it come out of its reverie. It then wakes, shocked but amused by the situation. This demon has no particular desire to enter into combat unless necessary. It would rather engage in conversation and go about its thinking. Maybe later it will come after the PCs, maybe not. This demon is more interested in long-term mischief and deep plotting than short-term violent interactions.

After seeing the PCs, and if they do not immediately fall into combat, it thinks that with their help, it might be able to do what it wants. To wit, it requests the PCs kill the succubus. The babau offers to leave the crypt and seal the door to the Chaplain's basement if the PCs kill Hefratim. The babau wants the succubus dead because she knows the babau's real name. It should take some time, or a long conversation, for the babau to come to this conclusion. Should the PCs kill the succubus, the babau is pleased but does not carry out its end of the bargain unless it has some significant reason to do so. It does not bother with PCs anymore in either case. Rather, it ignores them and goes back to the Abyss.

DEMON, BARAU! (CE Medium Fiend) HP 71 (HD 11d8+22), AC 16, Spd 40ft. Str 20 Dex 16 Con 14 Int 13 Wis 12 Cha 15. Perception 13(+3). Stealth +5. Claws +6 (1d8+5) slashing, Mace of Life Stealing +6 (1d6+5) (roll a natural 20 on attack, target takes 10 necrotic damage if not construct or undead; babau gains 10 temporary hp) piercing (or 1d8+5 when wielded with two hands). SA Innate Spellcasting. (Spell Save DC 11). It can innately cast the following spells, requiring no material components: At Will: darkness, dispel magic, fear, heat metal, levitate. SA Darkvision 120ft., resist cold, fire, lightning; bludgeoning, piercing, slashing from nonmagical attacks, immune poison and poisoned. Gaze of Weakness, one target it can see within 20ft., DC 13 Con save, target does half damage with weapon attacks that use Strength for 1 minute, repeat save end of each turn to end. Multiattack. The babau can strike twice with its claws or melee weapon and use Gaze of Weakness before or after these attacks. Challenge 4 (1,100 XP).

TREASURE: The babau wears or carries a number of valuable magic items, including a ring of shooting stars, a necklace of adaptation, and a wand of fireballs. It also wields a mace of life stealing (similar to a sword of life stealing, except a mace rather than a blade); this weapon is included in the babau's stats, above.

AREA 9: SHROUD ROOM

A large basin stretches nearly the whole length of the room. It is shallow and filled with water. At one end of the basin is a pedestal upon which sits a statue in the likeness of an elephant-like creature with 8 tusks, two short trunks, and a spiny back. Water comes from the trunks and pours into the basin. There are shelves around the room with towels, cloth, and bowls on them. There are also numerous smaller vials and glass jars. Many have broken and are scattered in the floor. The room smells of a mixture of incense and herbs.

The door to **Area 11** has been sealed. Only a knock spell opens it.

This room was used to ritually clean a body before interment or cremation. The jars contain herbs, soaps, and ointments of many types. A dozen of the jars contains fairly precious ointments or rare herbs worth 200-600gp each. Inside the sculpture is a decanter of endless water that has been opened. The pressure inside the sculpture causes the water to flow from the tusks. At the end of the basin opposite the sculpture, there are a few holes. These holes lead to a large tank underneath the basin. At the bottom of the tank is a portal to another plane. The water from the basin pours into that other plane. The portal is large enough for a medium-sized creature to move through. Should the holes be plugged, the crypt eventually floods. Water pours through any open portals or doors.

AREA 10:

There are several large piles of unworked marble, sandstone, and limestone blocks along one wall. On a worktable are several chisels, hammers, cutting tools, and partially finished stones. Another shelf and rack have more tools on it such as pulleys chisels, hammers, etc. There is also a portion of shelving with paints and paint brushes. Several tools are scattered on the floor and one bucket of blue paint splashed on the walls and floor.

This room was used for carving the marble used in the crypt. There are a great many stone working tools in here. Several demons have come through here to examine stuff and knock it around but found it boring and left before destroying anything.

Should the PCs not have encountered the babau yet, it will be here using a large hammer to pound on a block of stone to make whatever it is demons make.

AREA 11: SANCTUM

This chamber has a large ornately decorated, wool, rug covering nearly the entirety of the floor. To either side of the room are racks of candle holders, each full of hundreds of lit candles. At the far end of the room, a large hourglass rests on a low metal stand, a kneeling bench and several bowls filled with sand and incense sticks are arranged in front of the hourglass. The room



is hazy with smoke which wafts up to the domed roof escaping through a small hole at its center. Just behind the kneeling bench is a large brute of a creature that resembles an orangutan but with barbed tusks coming from its jaw. It's lying down and tapping a halberd against the ceiling above its head.

The doors to this room have been sealed. Only a knock spell opens them.

This room was used for meditation. It is currently being used by an unusually intelligent and cunning barlgura for meditation. The barlgura is slightly surprised at the arrival of the PCs and quite happy. It reasons that something exciting is about to happen and fully intends to engage the PCs in that excitement. As with many of the more intelligent demons, it enjoys a good, if not pointless, conversation with those it intends to kill. It would be happy if engaged in melee but does not seek it out. If engaged in battle, the barlgura attempts to make it last as long as possible while mingling conversation into the melee. To this end, the

barlurga feigns death, fear, excitement, friendliness, surrender or whatever might work to prevent; first, its own demise and second, allows it to engage in a pointless chest-beating bravado and chit-chat.

The hourglass is magical and has two properties. It can seal all doors within 50 feet of it with arcane lock. There are two arrows of time etched onto it. Both are pointing the same direction. When turned upside down, all doors seal. The sand pours through the hourglass over a 24-hour period. Once finished, the doors that were sealed are no longer sealed. At this point the hourglass is ineffective. It must be turned back over with the arrows pointing up and the sand allowed to run through it. This again takes 24 hours. At that point, it can be turned again to seal all doors within 50 feet of it. Casting a knock spell opens a sealed door. If one tries to beat the door down, treat it as AC 18 with 150 hit points, resistance to bludgeoning, piercing, and slashing from nonmagical attacks, and immunity to poison and psychic damage.

The second quality of the hourglass is meditative. Should anyone sit and meditate in front of the hourglass and, while doing so, keep it turned such that the sand constantly flows through it, time passes quickly for the meditating creature. This means that if the creature completes a short rest, they gain the benefits as if they'd finished a long rest. Only one creature can use this benefit at a time.

BARLURGA (CE Large fiend) AC 15, HP 76 (HD 8d10+32), AC 16, Spd 40ft., climb 40ft. Str 20 Dex 17 Con 18 Int 13 Wis 14 Cha 11. Perception 15(+5). SV DEX +6, CON +7. Stealth +6. Bite +8 (2d6+5) piercing, Fist +8 (1d10+5) bludgeoning, Halberd +8 (1d12+5). SA Blindsight 30ft., darkvision 120ft. Innate Spellcasting (spell save DC 13), innately cast the following spells without material components: 1/day each: entangle, phantasmal force; 2/day each: disguise self, invisible (self only). Reckless, advantage on melee weapon attacks made during its turn, but attacks rolls against it have advantage until the start of its turn. Powerful Leap, long jump 40ft., high jump 20ft. Multiattack, three attacks: one with bite, two with fists or halberd. Challenge 5 (1,800 XP).

TREASURE: The barlurga wears 3000gp of garish but valuable jewelry.

AREA 12: THE HOPEFUL HALL

The alcove in this hall has six statues in it. Each is roughly eight feet tall. The first is of a female with a hand held out and open, the second is of a male with its hand held up, palm out, the third is of a female with both hands held open midriff, the fourth is of a male with both hands held aloft, the fifth is a female with one hand held down palm to floor, and the last is a male handheld down with a cupped palm. These each represents, in order, love, peace, community, joy, forgiveness, and hope. All the statues have been chipped and marred in some manner. On the floor in front of the statues is a pile of coins and gems.

The gods to whom these statues are meant were angered that mercenaries would even seek out their aid or forgiveness considering the amount of barbarity The Companions engaged in while alive. The affront was met with a curse. Any who come

here and pray and who have caused more than 20 points of damage to any good or neutral aligned creature or humanoid or other sentient being in their entire life, must make a DC 15 Wisdom saving throw or have one ability score lowered by 1 for 24 hours. This loss cannot be replenished with a lesser restoration spell. The ability point lost comes from one of the two (determine randomly) in which the character has a saving throw proficiency. The demons have been flipping coins and gems here for fun as the curse has no effect on them.

AREA 13

This chamber has a blue tile floor and ceiling. The walls are white. Along the walls are five glass coffins. Four of the coffins contain near perfectly preserved corpses. Three are male and one is female. They all wear finely crafted armor and have shields as well as longswords. One coffin is empty and the glass is broken. In front of the coffin is a triangle is engraved into the floor with bizarre symbols etched into the floor at each angle. The etchings are all filled with some material that looks like golden sand. In the center of the triangle is a pile of embers.

The glabrezu came to this room and used the Staff of the First Necromancer to animate one of the knights interred here as a mummy. The mummy remains in this chamber, angry and belligerent, and attacks any creature that enters.

MUMMY (LE Medium Undead) HP 58 (HD 9d8+18), AC 11, Spd 20ft. Str 16 Dex 8 Con 15 Int 6 Wis 10 Cha 12. Perception 10(+0). SV Wisdom +2. Rotting Fist +5 (2d6+3) bludgeoning plus 2d6 necrotic. Target must make DC 12 Constitution save or be cursed with mummy rot. Target can't regain hp and hp max decreases 3d6 every 24 hours; if target hp max drops to 0, target turns to dust. SA Darkvision 60ft. Vulnerable fire, resist bludgeoning, piercing, slashing from nonmagical attacks; immune necrotic, poison, charmed, exhaustion, frightened, paralyzed, poisoned. Dreadful Glare, one creature it can see within 60ft., DC 11 Wisdom save or frightened until end of mummy's next turn. If target fails by 5 or more, also paralyzed same duration. Once saved, immune for 24 hours.

The material in the engraved triangle is from the Abyss. It has special properties if gathered. If mixed with holy water, it creates an acid that when cast on good- or evil-aligned beings causes 9 (2d8) acid damage. It requires 1 cup of holy water mixed with one ounce of this material. There are 6 ounces of material in the etchings. It takes 10 minutes to gather.

Further, if one ounce of the material is mixed with metal to form a weapon, that weapon can be used to strike any creature with resistance to damage from nonmagical weapons. It requires one ounce per 2 pounds of metal to be effective. For example, if a 2-pound sword is forged and one ounce of this material is mixed with the metal, that sword is treated as a magical weapon.

AREA 14

A long, ornately carved, wooden bench, divided into 12 seating sections, sits against one wall. The high back of the bench reaches the edge of the ceiling where it is carved into a canopy over the seats. The canopy is carved as well and depicts various



dragons looking down on those who might be sitting in the seats below. On the wall across from the seats, a vast tapestry covers the entire wall. The tapestry depicts the story of the siege of a city.

Three of the seats conceal doors to small chambers set into the wall behind them, each requiring a successful DC 15 Wisdom (Perception) check to locate. The doors are opened by pulling two of the dragons above the seat. This releases a hitch and the back of the seat clicks open; this apparatus can be identified and figured out with a successful DC 15 Intelligence (Investigation) check. None of the items in the chambers are magical though they are valuable.

- A:** This chamber contains 63 vases. These contain the ashes of important soldiers who fell during the siege depicted on the tapestry.
- B:** This chamber contains an assortment of weapons. There are 63 weapons in here in perfect condition. These are the favored weapons of those whose ashes are interred in the vases in 'A,' above. These weapons are made by master smiths. They are all medium-sized weapons such as longswords, warhammers, etc. There are no polearms, two-handed weapons, or missile weapons in here.
- C:** This chamber contains an odd assortment of items. Each of these was important to one of those who died in the siege depicted on the tapestry. None of them is particularly valuable and includes such thing as small statues, pelts, hats or gloves.

AREA 15

If Hefratim has not been encountered yet, the succubus is in this room. She is accompanied by three uthal demons. If the uthal from the encounter chart have already been used or killed, there will still be three in here with Hefratim. The door from **Area 21** is blasted open. The door leading from **Area 24** is closed. The door leading from **Area 17** is closed.

This door (from **Area 17** and **Area 24**) to this room is made of iron and laced with silver. There are so many incantations and protections scribed on the door it's nearly impossible to decipher. It is obvious much effort has gone into keeping people from entering the room.

The room is laid with black flagstone. In the center stands a large circle engraved into the floor. The groove is filled with silver and an arcane script, written in gold letters, and wraps around its entire circumference. There are six shallow alcoves in the chamber. These all glow in various colors, red, blue, green etc. Within each alcove are oval windows with different scenes outside each. A silk screen hangs over the wall in the one corner of the room (to **Area 17**). A closed door, covered in an arcane script, is in the corner opposite where the silk screen hangs (to **Area 24**). The large opening (to **Area 21**) where doors once stood is blasted and the wall cracked around it.

All the magic and protections on the door (leading to **Area 14**) are intact. Arcane script covers the inside as well as the outside of the door. The door to **Area 24** is similarly protected. A successful DC 15 Intelligence (Arcana) check discerns that these doors are very well protected—very very well protected. Attempting to read the script to decipher it ignites a special glyph of warding (explosive runes) on the ceiling. Any creature within 20 feet of the door takes 27 (5d8) radiant damage, or half as much damage with a successful DC 16 Dexterity saving throw. Fiends and undead do not receive a saving throw. Careful examination of the ceiling can detect the nearly invisible glyph, but requires a successful DC 16 Intelligence (Investigation) check to do so.

There is a simple manner of disarming all the glyphs. Simply utter the word "open." This cannot be done in a sentence but must be deliberate and one must be standing in front of the door looking at it. It also must be in the local language.

The windows in the alcoves lead to various planes of existence. They are dimensional doors. Only two are of import for this adventure. The destination plane of the four remaining dimensional doors is left up to the Castle Keeper to decide. The two doors of import are the one behind the curtain and the one beside it.

- A:** This dimensional doorway leads to the Abyss. Should anyone stay in the Abyss, it will not take long before they are noticed. The door moves around on the Abyss in a completely random manner. Once through, the PCs can turn and see the door and the chamber they just left. A silvery ring surrounds the portal and it sputters gray ash. Adventures in the Abyss are not the purview of this module.

Looking into the doorway reveals a forbidding and desolate landscape. There are ragged tall spires of rock dripping some viscous fluid which floats briefly in the air only to

rain down on to a rocky landscape. This goes on for quite some distance. At the horizon of one's vision, a tower can be seen. Occasionally a creature of some bizarre nature flies across and amongst the rain of the viscous fluid.

B: This dimensional door leads to the plane of the Lord of War. A crypt was built inside a mountain on that plane for a cleric who worshipped the Lord of War and served The Companions ably for decades. Turning around one can see a silvery outline to the dimensional door scribed with all manner holy symbols. The demons have not bothered this room for fear of angering the Lord of War.

The door to this chamber is little more than an ornate silk tapestry. The tapestry depicts the Lord of War. Looking through the window reveals a hall lit by ornate gold and silver lanterns. At the end of the hall is an opening into a chamber where one can see a statue.

Spells of warding are found on the interior of each dimensional door. That is, they are only found on the plane to which the door leads. These wardings hide the door; a demon suffers disadvantage on Wisdom (Perception) checks to notice the doorway on their side. The wards also inflict 27 (5d10) radiant damage to any creature entering through the door from that plane. Hefratim found the door on the Abyss and eventually forced enough demons to go through it that all the wards were spent. The succubus then came through.

The Companions used these dimensional doors to go to other planes where they sold their services to the highest bidder. The influence of The Companions is found far and wide throughout the multiverse.

AREA 16

The Hall leading to this chamber is set with a spiraling green mosaic in such a manner as to make the hall look 100 feet long or more. This is an optical illusion that confuses the eye. Once walking down the hall, it becomes clear that it is not 100 feet long, but the illusion continues to make it appear longer.

The optical illusion in the hall makes it difficult for the eye to orient correctly. Mostly this is not a problem; however, each time a creature fires or hurls a missile weapon while in this hall, they must succeed at a DC 10 Intelligence saving throw or else they suffer disadvantage on the attack.

The chamber contains a single pedestal in its center. On it sits a vase. A large warhammer stands upright on the floor in front of the vase. A banner hangs from hooks on the far wall. It depicts a single spear on a red background. This is the symbol of the Lord of War.

The vase contains the cremated remains of a cleric who worshipped the Lord of War. The hammer acts as a +3 warhammer for a cleric who worships the Lord of War. The cremated remains can be sprinkled over anyone and they confer +2 to damage to all weapon attacks for the next six hours. There are enough ashes to do this to up to 10 Medium creatures. The banner can only be used effectively by a worshiper of the Lord of War. It confers advantage on Charisma and Wisdom ability checks wisdom to the bearer. It also grants +2 bonus damage to

weapon attacks made by the bearer and all other worshippers of the Lord of War within 100 feet of the banner.

Any of the magic items can be taken from the tomb. The Lord of War cares not as long as the objects are used to further combat, battle and slaughter.

AREA 17

The door to this chamber is little more than an ornate silk tapestry depicting the Lord of War. Looking through the window reveals a hall, lit by ornate, gold and silver lanterns. At the end of the hall is an opening into a chamber where one can see a statue.

Within this chamber is a tall statue, garishly painted, on a pedestal of pure white marble. The Lord of War stands tall. At his feet is a pitiful person with a spear thrust through their neck. There are several gold bowls before the statue with coins and gems and bones placed inside them.

This dimensional door leads to the plane of war where the Lord of War resides. The burial is in a block of rock on that plane and no egress to other places is possible. Anyone entering this area knows they are on a different plane but not necessarily which plane unless they succeed on a DC 20 Intelligence (Religion) check. Defiling anything here should have terrible consequences, beginning with 1d3+1 bouts of bestow curse (Wisdom save DC 25 to resist) gifted to the defiler at the 9th level of effect—permanent until dispelled. Even the demons will not enter this door.

The Lord of War could care less who worships here as long as they have been in war or conflict and prefer combat or war to other pursuits. Anyone who pays homage here and has caused damage to other living sentient creatures in combat in the past 24 hours receives a boon that lasts for the next 24 hours. Roll percentile on the table below to determine the boon. This benefit can only be gained once per month.

1-20	Your hit point maximum increases by 2d8
21-30	Your Strength ability score increases by 2
31-40	Your Constitution ability score increases by 2
41-50	You regenerate 1 hit point per round
51-60	You gain advantage on one type of saving throw of your choice
61-70	You gain a +1 bonus to your Armor Class
71-80	You do an additional die of weapon damage on one attack per round
81-90	If you hit an opponent with an attack, your next attack against that creature has advantage
91-00	Each time you inflict damage on another creature, you or one creature you choose within 30 feet gains 1d8 temporary hit points

AREA 18

A portcullis is located on both sides of this chamber. Both are raised. There are racks of scrolls, books, sheaves of paper, some candles, lamps, a pile of quills and ink jars. A small desk with a stool sits against one wall. A lantern hangs from the ceiling above the desk.

The scrolls and books contain a fairly detailed history of the Companions, its members, battles fought, payment ledgers and details of various peoples, monarchs, guilds and personages of note the Companions dealt with over the years. One set of scrolls contains the plans for the crypt. There are dozens of maps with varying plans on them. All of these are fairly accurate though the last set of plans is with the mason who worked with the chaplain. All the plans reveal the cubic nature of the crypt. It should not take long for any PCs to figure out the maps are not accurate once they leave the room and begin moving around.

AREA 19

A large pool dominates the center of this room. It has a two-foot lip of white marble laced with fine green veins. The lip has been etched and carved in a barely discernable relief of various actions of wizards and warriors in battle. The water in the pool has a green luminescence, bathing the entire room in a bright green. There are three alcoves in the room. Each has a large upright sarcophagus in it. The fronts are carved in stark relief in a very angular style. The reliefs are of the following; a warrior holding shield and sword, a short-haired man holding a book and a clean-shaven man holding a double-headed warhammer. The lid to the latter sarcophagus is slightly ajar.

The water in the pool is holy water. The pool is blessed and constantly filling so any taken out is refilled automatically. The luminescent quality imparted to the water results from its divine origin. It glows when demons or devils are within 100 feet of it. The first sarcophagus contains the remains of a warrior. There is 1000gp in finery in the sarcophagus and a +1 mace of smiting. The second sarcophagus contains a corpse which has rotted and fallen to the floor of the sarcophagus. There is 800gp in finery in here as well as a book of spells. There are 9 spells in the book (3 2nd-level, 3 3rd-level, and 3 4th-level), randomly determined. The last coffin is empty as a demon pried it open, turned the corpse into a shadow, and cast the sword of sharpness it found therein into the Abyss.

The shadow remains near this place. As soon as the last sarcophagus is touched, the shadow becomes aware of the PCs and moves to fight them.

SHADOW (CE Medium Undead) HP 16 (HD 3d8+3), AC 12, Spd 40ft. Str 6 Dex 14 Con 13 Int 6 Wis 10 Cha 8. Perception 10. Stealth +4/+6. Strength Drain +4 (2d6+2, plus 1d4 Str). SA Vulnerable radiant; Resist cold, acid, fire, lightning, thunder, nonmagical weapons; Immune necrotic, poison, exhaustion, fear, grapple, paralyze, petrify, prone, restrain; Amorphous; Hide as bonus action in dark or dim; Sunlight disadvantage.

AREA 20 BATHROOM

Moving down this hallway, one is assailed by the aroma of lemons. A large lantern, hanging from the ceiling, burns brightly, illuminating the entry to this rough-hewn chamber (one lantern is in each corridor leading to the room). As one passes beneath the lantern the stench of refuse, decay, rot, and other foul odors become suffocating. The chamber is large with three long benches against one wall. Each of the benches is built into the wall of the room. Wooden planks are laid across the top of the benches

and each has three large holes in them. A brazier is opposite the benches. A pile of wood and large open urn sit beside the brazier.

This chamber is a privy. The holes in the toilet lead to another plane of existence and all refuse is dumped there. The plane is the home plane of the otyughs. Removing the wooden benches reveals an oblong space ringed with an azure glow. This is the portal and it is from here that a stench of staggering nastiness and extraordinary foulness arises. It is large enough to travel through.

If the planks over the bench are removed, the odor arising from the portal causes the PCs to feel sick and dizzy. Each creature within 10 feet must make a DC 14 Constitution saving throw or become poisoned for 1d10 minutes. During that time, any attempt to cast a spell or make a successful , unable to do more than retch and gag as if they'd been exposed to a stinking cloud spell.

The lanterns in the halls are ever burning and very aromatic. They never go out unless submerged in water or destroyed and require no fuel. They do not project heat so cannot be used to start fires. Additionally, they emit a strong smell of lemon. The aroma is capable of 'consuming' all other aromas within a 10-foot radius. Within 10 feet of the lantern, one can only smell lemon.

OTYUGH X INFINITE (N Large Aberration) HP 114 (HD12d10+48), AC 14, Spd 30ft. Str 16 Dex 11 Con 19 Int 6 Wis 13 Cha 6. Perception 11(+1). Sv: Con +7. Bite +6 (2d8+3 plus poisoned and HP max reduced by 1d10/day; DC 15 Con neg.) and 2 Tentacle +6 (2d8+3 plus grappled and restrained) and Tentacle slam (if grappled 2d6+3 and stunned for 1 turn; DC 14 Con neg.). SA Multiattack (bite plus 2 tentacles plus slam), Telepathic communication 120', Darkvision 120ft.

AREA 21

Two large iron doors lay on the floor of this chamber. They have been partially melted, dented, and are rent in several places. The doors are etched and engrave with many symbols some of which glow with a yellowish blue aura. Bones and fleshy debris are scattered around the room and some even cling or are stuck on the wall. There are also four large statues, broken and lying in pieces on the floor.

The doors were inscribed with numerous protections to prevent anything unwanted from leaving Area 15. These can be identified with a successful DC 20 Intelligence (Arcana) check. The demons who entered were, at first, unaware of the wards or paid no attention. In the ensuing effort to destroy the door, several demons met their demise. The fleshy remains are of demons who were blasted when they first tried to open the doors were thrown in here. The statues were shield guardians similar to the ones in Area 1 though larger and stronger. Each shield guardian can be restored to full function with repeated castings of mending; each statue takes 10 minutes of casting to fully mend back to working order.

SHIELD GUARDIANS X 4 (Unaligned Large Construct) HP 142 (15d10+60), AC 17, Spd 30ft. Str 18 Dex 8 Con 18 Int 7 Wis 10 Cha 3. Perception 10(+0). Fist +7 (2d6+4) bludgeoning, Multiattack (2 fists). SA Blindsight 10ft., darkvision 60ft. Immune to poison, charmed, exhaustion, frightened, paralyzed, poisoned. Regeneration, 10 hp at start of turn if it has 1 hp remaining. Spell

Storing, store one spell 4th level or lower. Shield as reaction, grants +2 AC to amulet wearer if guardian within 5ft. of them.

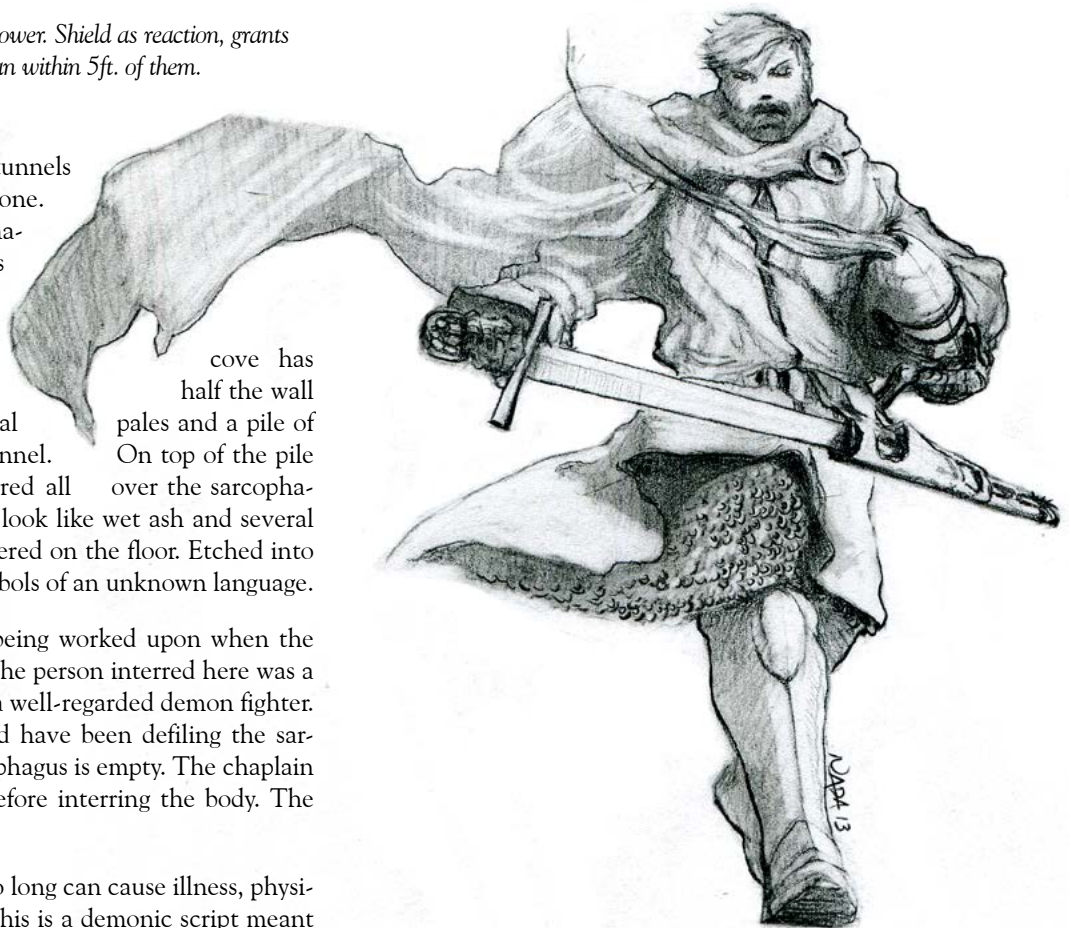
AREA 22

The floor in this portion of the tunnels is partially laid with marble flagstone. Several steps lead up to a sarcophagus set in an alcove. The top has been removed and broken. The pieces lay on the floor around the alcove. The floor of the alcove has marble flagstone over most of it while the rest of the wall does. A pick, pry bar, chisels several pieces of the cut marble block lies in the tunnel. On top of the pile of blocks is an hourglass. Scattered all over the sarcophagus is black/greenish smears that look like wet ash and several pieces of flesh and bone are scattered on the floor. Etched into the wall and floor are various symbols of an unknown language.

This portion of the tunnel was being worked upon when the chaplain died and work ceased. The person interred here was a close friend of the chaplains and a well-regarded demon fighter. The demons know the name and have been defiling the sarcophagi for some time. The sarcophagus is empty. The chaplain was waiting for its completion before interring the body. The body lies in state elsewhere.

Looking at the inscriptions for too long can cause illness, physical damage and perhaps death. This is a demonic script meant to curse an area and those within it. Those who stare at it too long suffer the consequences. Any inspection for over one minute, such as if a character attempts an Intelligence (Arcana) check to study the sigils, causes the reader to feel nauseous. The curse then unfolds as follows:

- The viewing creature must make a DC 17 Wisdom saving throw check or be compelled to study the script for 1d4 minutes. This is a curse and can thus affect creatures immune to charm.
- After this time, the creature must make a DC 17 Constitution saving throw or vomit uncontrollably for 1 minute. During this time, they are incapacitated. This is violent and causes 7 (2d6) necrotic damage.
- Once this bout passes, the creature must make another DC 17 Wisdom saving throw or return to obsessing over the script, staring at it to the exclusion of all else for another 1d4 minutes.
- At the end of each period of being obsessed with the demonic script (i.e., every 1 to 4 minutes), the creature must repeat the Wisdom saving throw or remain obsessed for another 1d4 minutes and repeat the Constitution save or suffer another 7 (2d6) necrotic damage and be incapacitated for 1 minute.
- Once a creature succeeds on its Wisdom save, it is no longer compelled to study the script and need make no further Wisdom or Constitution saves.
- Of note, other creatures can attempt to forcibly move a creature transfixed by the script. The obsessed creature resists and



struggles, although they do not fight back. The creature or creatures attempting to forcibly move their comrade should make a grapple check to see if they succeed, while the compelled creature can attempt an escape check to escape the grapple.

- If the comrades succeed in pulling the affected creature out of sight of the demonic script, this breaks the trance-like state and inflicts damage on the creature's body and mind. The creature removed from the area suffers 13 (2d12) necrotic damage and suffers a temporary loss of 1d6 Intelligence, Charisma and Wisdom ability points. The lost ability points return following a long rest.

AREA 23

This section of the hallway has two large upright stone slabs embedded into the wall. One of the slabs has a relief of two armored warriors wading into an army of orcs. The second has a relief of those same warriors being slain.

The slabs are hidden/secret doors to small alcoves in which the warriors (depicted in the battle on the slabs) are interred. The slabs do not appear to be doors, so identifying them requires a successful DC 12 Wisdom (Perception) check to find evidence of such. Opening the doors requires that the heads of each of the warriors be pressed at the same to trigger the lock's release. The doors can then be pushed open. Behind each is a small alcove with a sarcophagus in each.

A: A large black veined marble sarcophagus lies in a small ornate alcove. On top is a rent and dented shield with a symbol of two bears facing one another against a field yellow.

The sarcophagus contains the corpse of a warrior killed in the battle depicted on the door. There is 5000gp of finery in the sarcophagi as well as a +2 longsword and +1 chain mail shirt.

B: A large black veined marble sarcophagus lies in a small alcove. On top is a banner, musty, burned and torn. It depicts two bears facing one another against a field yellow.

The sarcophagus contains the corpse of a warrior killed in the battle depicted on the door. There is 6000gp of finery in the sarcophagus as well as a Banner of Leadership that when unfurled and carried into combat allows the bearer to make Charisma ability checks with advantage. Carrying the banner requires two hands.

AREA 24

The section of cavern between Area 23, Areas 15 and Area 18 was under construction at the time of the chaplain's death. The walls and floor here are uneven and rocky. The stench of rotting flesh is the first thing one notes in this area. The halls are also littered with bits of flesh and bones.

The chaplain referred to this area as the Hall of the Damned and intended to use it as an area to exact spiritual torture on enemies of the Companions. The chaplain was animating the corpses of enemies and turning them into zombies or skeletons. The intent was for them to reside here forever.

The areas of the floor marked by an 'X' have very powerful wards against the undead on them. Should an undead creature walk over them, it must make a DC 20 Wisdom saving throw or be cast back into the Hall of the Damned. Should they succeed, they take 17 (5d6) radiant damage but can pass over them. Each of the alcoves contains a mixture of 4-16 zombies and skeletons. They rest in these areas until disturbed and then

they wander out.

Nothing of value is found in here. The dead were brought here, raised and left to wander in their own particular hell. The skeletons and zombies are of varying humanoid shapes and include humans, orcs, elves, dwarves, kobolds, goblins and other sentient creatures of Medium size. No weapons were left with any of them. Two wraiths are also here.

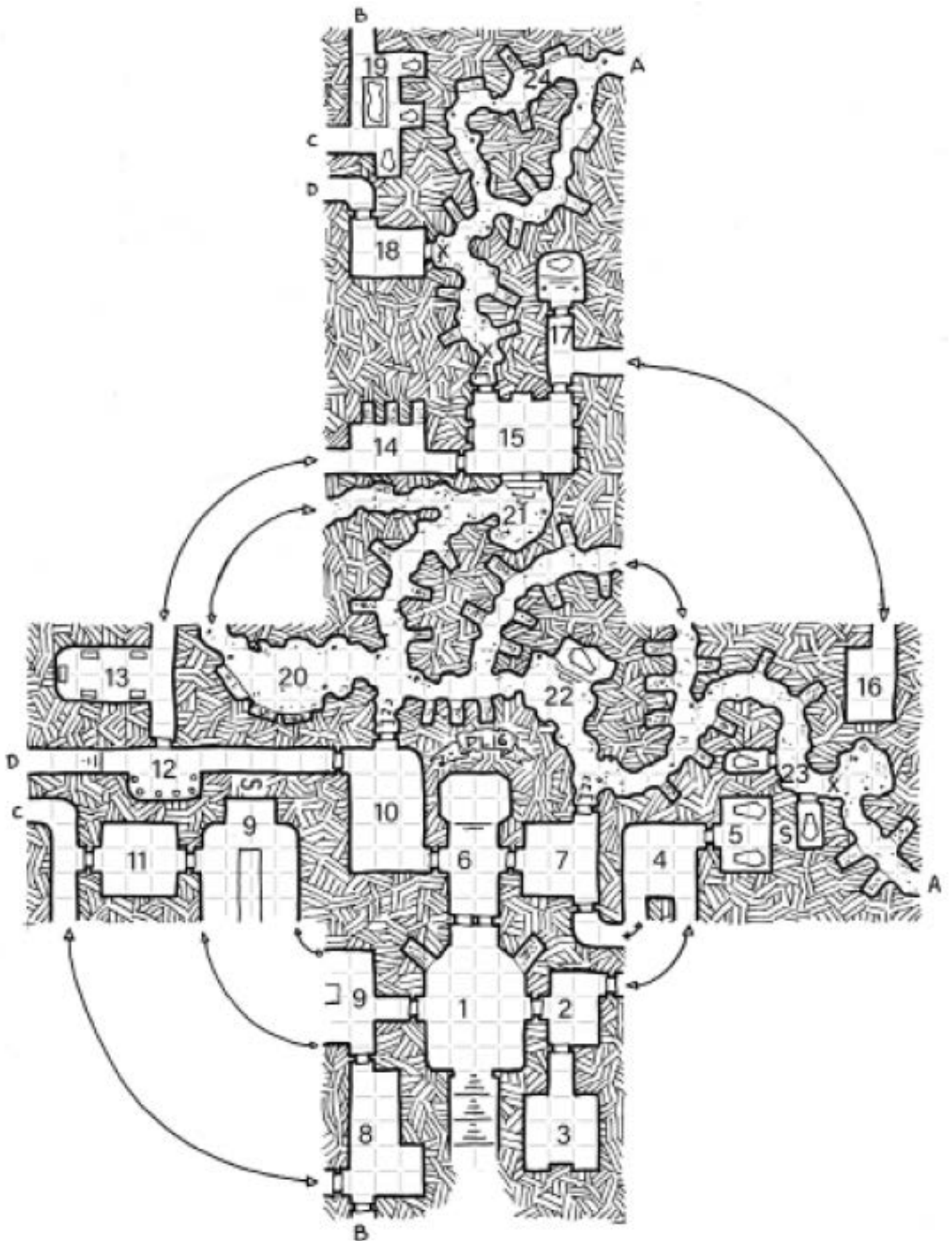
ZOMBIE X 25 (NE Medium Undead) HP 22 (HD 3d8+9), AC 8, Spd 20. Str 13 Dex 6 Con 16 Int 3 Wis 6 Cha 5. Perception 8(-2). Slam +3 (1d6+1). SA Immune to poison, Darkvision 60ft, Relentless Fortitude.

SKELETONS X 25 (LE Medium undead): HP 13 (HD 2d8+4), AC 13, Spd 30ft. Str 10 Dex 14 Con 15 Int 6 Wis 8 Cha 5. Perception 9. Claw +4 (1d6+2). SA bludgeoning vulnerability, immune to poison / exhaustion, darkvision 60ft.

There are two wraiths in here as well, animated by the glabrezu with its Staff of the First Necromancer. These undead cannot leave this pocket dimension due to its peculiar nature and are bound to the crypt. Once this area has been entered and the wraiths become aware something living is in the crypt, they wander around trying to kill them. Add them to the wandering monster chart in place of one category that is empty.

The wraiths take their time attacking the living. They attack for 1-2 rounds and then slip into a wall to another place and come back out again later. Unlike other things in here, the wraiths regenerate damage at a rate of 1hp per hour due to the pocket dimension's proximity to the negative material plane.

WRAITH X 2 (NE Medium Undead) HP 67 (HD 9d8+27), AC 13, Spd 0/60ft. Str 6 Dex 16 Con 16 Int 12 Wis 14 Cha 15. Perception 12(+2). Life Drain +6 (4d8+3, plus reduce max. HP (DC 14 Con neg). SA Resist acid, cold, fire, lightning, thunder, nonmagical weapons; Immune necrotic, poison, charm, exhaustion, grapple, paralysis, petrify, prone, restrain; Darkvision 60ft; Incorporeal, Sunlight disadvantage.



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The logo features a golden dragon-like creature on the left, coiled around a large, stylized number '5'. To the right of the '5' is the word 'EDITION' in large, red, block letters with a yellow outline. Below 'EDITION' is the word 'ADVENTURE' in smaller, yellow, block letters with a red outline. The background is a dark, textured green with a faint, glowing blue archway.

5TH EDITION ADVENTURE

THE CENTER OF TOWN IS DOMINATED BY THE FORTIFIED MANSION OF THE RECLUSIVE CHAPLAIN DEBOUIS, THE LAST MEMBER OF A GROUP OF MERCENARIES WHO STYLED THEMSELVES THE COMPANIONS. NOW THE CHAPLAIN HAS DIED AND SINCE HIS DEATH FIENDISH CREATURES HAVE HAUNTED THE STREETS OF THIS ONCE PEACEFUL COMMUNITY.

WHETHER THEY ARE SEEKING HIS RESTLESS SPIRIT FOR SOME LONGED-FOR REVENGE OR HAVE BEEN RELEASED FROM A PRISON UPON HIS DEATH IS NOT KNOWN, BUT THE ANSWER LIES WITHIN THE DARKENED HALLS OF HIS HOME.

THE ADVENTURE IS DESIGNED FOR 3-5, MID TO HIGH-LEVEL PLAYER CHARACTERS.!

The logo for Troll Lord Games features the words 'TROLL' and 'LORD' in a stylized, green, blocky font. The letter 'O' in 'LORD' is replaced by a golden coin with intricate designs. Below 'LORD' is the word 'GAMES' in a smaller, green, sans-serif font.

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PRINTED AT CHENAULT & GRAY PRINT
IN THE UNITED STATES OF AMERICA



TLG 19342
\$9.99