



The Whispering Shadows of the Eldest Ruins

A Greasy Snitches Adventure



When the conflict between two fanatical groups boils over, danger knocks directly on Ylraphon's door. As violence erupts all around, you must delve into the Eldest Ruins, the most ancient remnants of Outer Ylraphon. There, a ruined drow manor house is said to contain an artifact strong enough to stop the forces rampaging through the Old City. Part 3 of the Dead Gods Collide Series

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

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ADVENTURE PRIMER

“Everything lost is meant to be found”

-Lara Croft

BACKGROUND

Fighting between the two fanatical cults in the city have caused enough trouble for the mayor, **GWYNORA IRONHEART**. The **HERALDS OF THE CHAINED SPIRAL** and the remnants of the **CULT OF SERIACH** had been fighting in the Old City of **YLRAPHON**, both of which wanting to destroy the other, and destroying anything that would get in their way.

Rumor has it, that there is an ancient artifact which could end the conflict. An artifact known as **LADY LUCK'S LIGHT**. The artifact's powers are not fully realized, but it would help in Ylraphon's current situation. The artifact also has the power to help both of the cults with their plans. A priestess from **THE LADY'S TOKEN** had said that the artifact could be found deep within the Eldest Ruins, in the old abandoned home of **HOUSE URTEN'NACH**, a drow family who had long since been forgotten.

House Urten'nach had found the artifact long ago and had kept it well-hidden in their own manor ever since their demise to the **DRACORAGE** in 1373DR. No one has found it since. House Urten'nach is a family of exiled drow, hence their distance from the surface is very close. The reason behind their exile was due to their experimentation on the arcane. The artifact of the Lady Luck's Light is also rumored to be powerful enough to awaken the gods of both factions.

EPISODES

The adventure is spread over **three episodes** that take approximately **two hours** to play. These episodes are initially introduced by a Call to Action episode.

If you're planning on running the entire adventure at once, you only need to introduce the Call to Action once.

However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Lady Luck's Misfortune.** The adventurers are summoned by Gwynora Ironheart to go to The Lady's Token. A temple where they will meet **NORA WITHERWANDER**, and where they will receive their mission to find Lady Luck's Light. This is the **Call to Action**.

- **Episode 2: House of the Dead.** Delving into the depths of the House Urten'nach, the adventurers search for Lady Luck's Light. They also meet a companion along the way. This is **Main Objective A**.
- **Episode 3: Caught in Between.** Having retrieved the artifact known as Lady Luck's Light, the adventurers can make their way back to The Lady's Token. However, they will encounter the warring cults of the Heralds of the Chained Spiral and the Cult of Seriach. This is **Main Objective B**.

BONUS OBJECTIVES

The adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement checkpoints and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Ghost of Ylraphon's Past.** Convince the spirits that haunt the crypt of House Urten'nach to join forces with the adventurers. They can prove to be powerful allies of Ylraphon. This bonus objective is found in **Appendix 4**
- **Bonus Objective B: A Chill Down Your Spine.** A presence has been sensed in House Urten'nach, and none of the spirits wish to approach it. Investigate and stop it if necessary. This bonus objective is found in **Appendix 5**

EPISODE SEQUENCE

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

HOW WILL YOU PLAY?

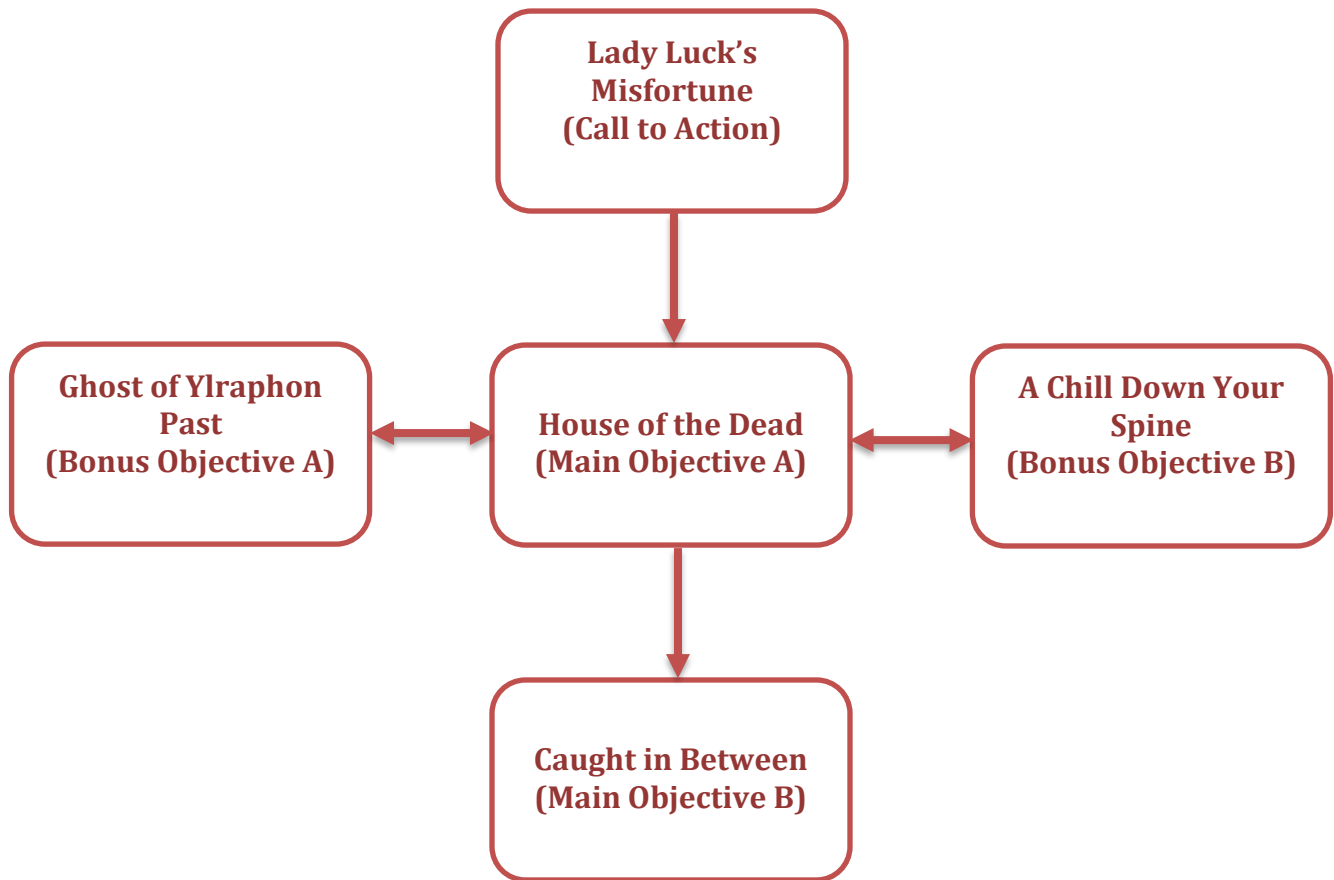
The duration of the session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Story Objectives Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by one to two hours by utilizing the bonus objectives. **Bonus Objective A** branches off in **Episode 2** while they explore the manor. **Bonus Objective B** branches off in **Episode 2** while they explore the manor.

EPISODE FLOWCHART

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



EPISODE 1: LADY LUCK'S MISFORTUNE

Estimated Duration: 15 Minutes

THE LADY'S TOKEN

In this episode, the adventurers receive summons from the mayor of Ylraphon, Gwynora Ironheart. She asks for the adventurers help in order to prevent a battle between two cults from happening in their city. The summons brings the adventurers to a temple, known as The Lady's Token.

AREA INFORMATION

The area has the following features:

Dimension & Terrain. The Lady's Token is a well-maintained temple of Tymora. The room is made of marble and has multiple altars to their goddess. A statue of the goddess stands at the opposite side of the room.

Lighting. The Lady's Token is well lit with continuous flames hanging on the many pillars of the temple. There is also fire from the braziers which give bright lit.

Smells & Sounds. The scent of incense fills the temple, and the muttering adventurers could be heard throughout.

Altars. Each of the shrines have different kinds of "lucky" items placed on them. From four-leaf clovers to dice.

CREATURES/NPCS

Adventurers of all kinds are praying at the many different altars of Tymora for luck on their journeys. Gwynora Ironheart, the mayor of Ylraphon is speaking to Nora Witherwander a priestess of Tymora. The two are discussing what must be done in regard to the artifact. Once the characters make

their presence known, Gwynora calls forth and asks you to come forward.

Objectives/Goals. They are to recruit adventurers who will be up to the task in retrieving the artifact from the ruins of a drow home.

What do They know? Two cults have been warring in the Old City of Ylraphon, the Herald of the Chained Spiral and the Cult of Seriach. Gwynora tells you that they are in search of an artifact known as Lady Luck's Light, however, they don't seem to know where to find it. Nora informs the adventurers of its location, an ancient manor in the Eldest Ruins, known as House Urten'nach. A DC 15 Intelligence (Investigation) check reveals that House Urten'nach was one of the forgotten houses in history. They had been wiped out during the Dracorage of 1373DR. Lady Luck's Light is rumored to be able to summon creatures from other planes. Other than that, not much else is known about the artifact.

TREASURE & REWARDS

Gwynora Ironheart offers to pay the adventurers with various gems and trinkets. The adventurers are also able to keep anything that they find in the ruins of House Urten'nach.

CALL TO ACTION

The objective of this adventure is to retrieve the artifact known as Lady Luck's Light from an abandoned drow home known as House Urten'nach. Then bring it back to The Lady's Token.

Episode 2: HOUSE OF THE DEAD (MAIN OBJECTIVE A)

Estimated Duration: 60 Minutes

In this episode, the adventurers will arrive in the abandoned manor of House Urten'nach, where they will encounter the spirit of one of its old inhabitants, **Gebbren Urten'nach**. The spirit will guide them through the maze-like passages of the manor and help them through the dangers that lie within.

SETTING DESCRIPTION

A long-abandoned home of the drow family of Urten'nach. All members of the family were wiped out during the Dracorage of the year 1373DR, when they had helped the citizens of Ylraphon in escaping their town before it was destroyed.

The large decrepit manor is built into the side of a hill and has an eerie aura around it. Curtains cover the large windows and the rotten scent of the wood take over the area.

The outside of the home is a dark and eerie swamp, ghostly moans could be heard throughout, but no creature could be seen.

PREQUISITES

The characters begin this episode upon arriving at the abandoned manor of House Urten'nach and completing the **Call to Action**.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The large manor has objects scattered around the floor. Its walls and floor

are made mainly with wood however some parts are made entirely of stone.

Lighting. Unless otherwise stated, the manor is in complete darkness as no sunlight shines in the manor, and the torches are completely burnt out.

Smell & Sounds. The manor smells of rotten wood and dust. Sounds of ghostly moaning can be heard throughout the manor. Glass breaking, and furniture could also be heard as the characters go from room to room.

OBJECTIVES

The adventurers must search different areas of the house and find the artifact known as Lady Luck's Light. Which can be found in the **Study Room**.

HOUSE URTEN'NACH

Ghosts of the members of House Urten'nach haunt this place. Scaring off small beasts and other critters. Adventurers who wander the home have a 10% chance of encountering random ghosts in the hall. If the adventurers meet a Ghost, they must succeed on a DC10 Wisdom Saving Throw against being Frightened.

Resting in the house is almost impossible due to the sounds within. Anyone attempting to take a rest do not gain its benefits. Unless the ghosts have been sated.

Any light source made by the adventurers will become Dim-light once inside the house, due to the heavy aura of the spirits of the dead.

Playing the Pillars

COMBAT

If the characters engage with any opponents, the opponents will only ever knock them out, then drag them out of the room. Only certain enemies, such as the **swarm of rats** or the **cranium rat**, will the characters be killed instead of knocked unconscious.

EXPLORATION

The house itself is large, however only a certain number of rooms are accessible. If the characters wish to access the room, they could do so with a DC15 Strength (Athletics) to remove the rubble from the door. Though inside, there is nothing of note.

SOCIAL

The NPC's located in the house will interact before they engage in combat. They will follow their roles to the death, so if questioned of their actions, they will disapprove of the characters.

SCENE A. SWAMP

The swamp is right outside the manor, next to the hill. From here the adventurers receive the prompt for **Bonus Objective A: Ghost of Ylraphon Past**, and **Bonus Objective B: A Chill Down Your Spine**.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The swamp is large and muddy. Pools of murky water surround the area. The doors of the manor can be opened with a DC15 Strength check.

Lighting. The area is dimly lit as the skies are currently filled with grey clouds.

Smell & Sounds. The scent of decay fills the area, and a slight scent of rain could be smelled. The place is eerily quiet, there is no sound of animals or any other creatures, except for the occasional haunting moan and the sound of the wind.

CREATURES/NPCS

Gebhren Urten'nach (CG male drow **Ghost**) is seated on a hollow log outside of the house. Once the adventurers step in and absorb the scene, he makes himself known to the adventurers and greets them. He is tall, dark-skinned, has flowing white hair, and a blue, ghastly aura. He is also kind to adventurers but is wary of any drow in the party. He will follow the party around, if the adventurers do not want him to follow them around; he will still do so, but at a distance, and out of their sight. Gebhren opens the doors for the adventurers by going through the doors and removing the barricade behind it. Unless stated, Gebhren will not join in the fight.

Objectives/Goals. Gebhren is searching for a new purpose in life for him and his family, instead of remaining in their old home. He will help the adventurers with their task and asks them to help him in return. He also wishes for whatever presence is in the attic to be dealt with.

What do they know? Gebhren knows of the dangers of the house and is willing to help the adventurers navigate through them. Gebhren also knows that the manor's tenants dislike him due to his cowardly nature. He has not been inside the house for a long time and has forgotten most if not all that there is inside the house.

BONUS OBJECTIVE A AND B

If using this bonus objective, Gebhren will plead for the help of the adventurers in parlaying with the spirits and dealing with the powerful presence. If the

adventurers choose to enter the Crypt, they will encounter **Bonus Objective A: Ghost of Ylraphon's Past**. Entering the attic would bring the adventurers to **Bonus Objective B: A Chill Down Your Spine**. Gebhren advises the adventurers to go accomplish the tasks that he gave them so that it would be easier for him to help them out in accomplishing their tasks.

SCENE B. LOBBY

Upon entering the home, the door closes behind the adventurers and remains shut until they find the artifact.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The lobby is a large space, furniture has been thrown around, making it difficult to walk around.

From here, the adventurers can access most parts of the house either via stairs or the doors to the sides.

Lighting. Curtains cover the windows of the place, no light seeps through.

Smells & Sounds. The sound of heavy rain could be heard outside. Drops of water could be heard echoing in the lobby.

CREATURES/NPCS

Gebhren follows the adventurers, making sure that they don't die. He warns the adventurers of cracks and holes on the floor, and to be careful of the furniture. They bite.

There is a **Guardian Portrait** hanging over a fire, behind it is the staircase which leads down to the crypt; the painting depicts the sun shining over a meadow on the upper half, and the darkness in an endless hole on the lower half. To get through the Guardian Portrait, the adventurers must either find the password, located in the Study, go to the kitchen and ask **Sorn**, or help Gebhren in remembering the password with a DC20 Intelligence (History) check. The password is "*Dulak*" the Elven word for Dark.

Objectives/Goals. Gebhren tries to get the adventurers to go to the Crypt or the Attic first. So that those things will be done with.

The Guardian Portrait remains vigilant and interacts with the characters who approach it. The painting changes to resemble a stoic drow as it asks for the password. Those who say the wrong password or try to force their way through are subject to its spells.

What does he know? Some of the furniture in the house attacks people. He doesn't know which ones specifically. There is a powerful being in the attic. The drow downstairs are very angry, and if he speaks to them, they might get angrier.

SCENE C. DINING ROOM

A large dusty room. A large table is in the center of the room, with eight seats lining it. Other than the dust and empty plates, there is not much of note.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. Dirty floor, though other than that, it is easy to traverse. Empty lamps are found hanging on the walls.

Lighting. The room is dark. There is no light within.

CREATURES/NPCS

Two animated brooms sweep the floor in a circle. The dust that they sweep scatters as they circulate it around the room. When the characters enter the room, the brooms then pretend to be inanimate objects, but respond to the questions of the characters by shaking or nodding their handle.

Objectives/Goals. They aim to clean the room until it is spotless.

What do they know? The animated objects know only what is happening in the Kitchen and in the Dining Room.

SCENE D. KITCHEN

The kitchen is the most active part of the house. Noises could be heard as you approach the place. A skirmish between Swarm of Rats and Animated Objects. A ghostly figure watches over the battle.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The kitchen is a large room. Utensils, pots, and pans, have scattered on the floor along with dead rats.

Lighting. There is dim light from the continual flame being held up by a Tiny Servant.

CREATURES/NPCS

Gebbren is confused by the situation, he doesn't remember anything like this happening before. The ghostly figure is the chef of the house **Sorn** (N male drow **Ghost**).

A Tiny Servant, which takes on the form of a teapot with a crack on its top, is leading seven other Tiny Servant's against three **Swarms of Rats**. As Sorn notices you, he calls out to you and tells you to stand back as to not get caught in the crossfire. If he notices Gebbren, he leers at him then ignores him for the conversation.

The rats are strangely organized for pests. They focus their attacks on the ones that harm them the most.

If the characters join in the combat, it would expedite the battle between the rats and the utensils. The characters can convince the Tiny Servant or Sorn to halt the attacks against the rats. The characters may roleplay the peace discussions; alternatively, they could make a DC13 Charisma (Persuasion) check.

Objectives/Goals. Sorn only wishes to be rid of the rats. He'll offer the characters information in exchange for clearing out the rat nest down in the cellar. The rats are here to claim the Urten'nach Underdark Cheese.

What do they know? Sorn knows that the rats are being led by something in the cellar, else their attacks wouldn't be organized. If the characters manage to persuade Sorn to give out the information with a DC13 Charisma (Persuasion) check. He will tell the adventurers of the password "*Dulak*".

Adjusting the Encounter

Here are some suggestions for adjusting this scene, according to your group.

Very Weak: Remove one **Swarm of Rats**. Add two **Tiny Servant's**.

Weak: Remove one **Swarm of Rats**.

Strong: Add one **Swarm of Rats**.

TREASURE

As a sign of thanks for defeating the rat vanguard, Sorn gives the adventurers a drowcraft spatula, and a slice from a roll of cheese that is hidden behind a locked safe within a secret mechanism that only Sorn knows.

SCENE E. CELLAR

The area is darker than anywhere else in the house. It is also damp. The characters can gain access to the Crypt through here by breaking down a wall.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The small room is filled to the brim with rat feces and rats. To the west, there is

a weakened wall, which can be broken down using a DC12 Strength (Athletics) check.

Smell & Sounds. The scent of rat feces and decay fill the room. Sounds of squeaks and the pitter patter of their footsteps echo throughout the room. The sounds of rat's echo throughout the room.

CREATURES/NPCS

Jeph (LE male **Cranium Rat**) who can speak to adventurers telepathically, has been sent up to House Urten'nach to scout the place, he leads the rats to victory against the Tiny Servant's in the Kitchen so that they can acquire the wheel of cheese. When he notices the characters, he sends his rats to guard him from the front. Jeph can be swayed to stop his assault in the kitchen, simply by giving him the wheel of cheese that he is looking for. Jeph is guarded by five Swarm of Rats. If Jeph dies, the rats retreat.

Objectives/Goals. Jeph is here to scout for his master but was distracted by a wheel of cheese. Now he only wants the cheese, so that he can finally make his way back down to the Underdark.

What do they know? Jeph knows nothing about the house except that he can smell the cheese. He also does not know the name of his master. What he knows of its master is that it has tentacles on its face.

Adjusting the Encounter

Here are some suggestions for adjusting this scene, according to your group.

Weak: Remove one **Swarm of Rats**.

Strong: Add one **Swarm of Rats**.

TREASURES & REWARDS

Sorn thanks you for getting rid of the rat infestation in the cellar. If asked for the password to the Guardian Portrait, he will tell the players that it is, "*Dulak*", the Elven word for "Dark".

Sorn also gives the party his worn-out apron, which is a **Robe of Useful Items**. He will offer the recipe for the Urten'nach Underdark Cheese.

SCENE F. SERVANT'S QUARTERS

A large empty space. Wrecked objects are scattered across the floor. Cobwebs and dust have built up around the room in the long time that it was uninhabited. There is nothing of note here.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. Dirt and dust fill the floors, along with some destroyed furniture. It is difficult to traverse the room.

Lighting. The room is dark. There is no light within.

SCENE G. GUEST ROOM

A small messy room. Books which are all written in Undercommon are scattered all over the place, the bed is made, and the desk is empty. There is nothing of note in this room.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. A large empty room. Easy to traverse. It is dusty.

Lighting. The room is dimly lit due to a ghostly aura which hangs around the room.

SCENE H. MASTER'S BEDROOM

Cold and silent, the sounds of the rain don't reach the master's bedroom. A large bed is on the opposite side of the room, beside end tables.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The room is well-maintained. Large in size, it is not messy like the other rooms. Two sets of crossed swords hang on the wall, on their side, two sets of dark, rusted, plate armor remain on their stands.

Lighting. Darkness fills the room, as all the torches and lamps in this room have been snuffed.

CREATURES/NPCS

Gebben warns the adventurers that the room is dangerous but cannot remember the reason why. He tells them to be wary upon entry.

When the adventurers go deep into the room, four **Animated Armors** and four **Flying Swords** to the side comes to life and watch the adventurers until they interact. They will warn the adventurers once when they interact with the lockbox.

Objectives/Goals. The Animated Armors and Flying Swords is only there to protect a lockbox from intruders. If the characters leave the room without the lockbox, the creatures returns to their original position and continues its watch. If the characters arrive with the blessing of the Master, then the Animated Armor and Flying Swords won't attack the party. However, one of the animated armors will

continue to follow the party until they drop the lockbox.

What do they know? Gebbren doesn't know the reason as to why the room is dangerous. He was only told to stay away from this room unless specifically told by the head of the house to go in.

TREASURES & REWARDS

If the characters clear the room of hostiles, they can safely check out the drawers of the end table. Inside, the adventurers find a lockbox, which can be opened with a DC13 Dexterity (Thieves' Tools) check, or with a DC15 Strength (Athletics) check.

The lockbox can also be opened with the help of the Shadow in the Study if the adventurers received the master's blessing.

Inside the lockbox is a small round stone, which acts as a key to the safe where the Lady Luck's Light is kept.

SCENE I. STUDY

Tall bookshelves filled to the brim with different kinds of books, written in many different languages. Books scattered on the floor, many of which worn out due to use and age.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The room is large enough to fit a few people, but the floor has book scattered, making it difficult to move quickly. The terrain is counted as Difficult Terrain.

Lighting. The room is brightly lit due to the candle light from the lamps in the room. However, once the characters make it to the center of the room, it becomes engulfed in darkness.

Safe. The safe containing Lady Luck's Light is hidden behind a mechanical bookshelf. A DC13 Wisdom (Perception) check can locate it.

Secret Ladder. The ladder which leads to the attic is hidden behind a movable wall. The wall can be found with a DC11 Wisdom (Perception) check.

CREATURES/NPCS

A **Shadow** remains in the room and guards the safe which contains Lady Luck's Light. Once the characters enter the room, it quickly snuffs out any non-magical flames and closes the door behind the characters inside. It questions the characters about their reasons for being here, if he doesn't find their answer to be suitable, he will keep an eye on them, if they touch anything, the Shadow becomes hostile and attacks to knock them unconscious. If the

characters have the blessing of the Master from **Bonus Objective A: Ghosts of Ylraphon Past**, the Shadow allows them to go to the safe.

If the Shadow is asked for entrance to the attic, he will show them the way with no question whatsoever.

Gebbren is unable to enter the room due to a magical barrier which launches him outside. The shadow is amicable to those who are interested in the books but does not allow them to leave with the books unless the Master allows it.

Objectives/Goals. The Shadow is fulfilling the duty and is protecting the study with its unlife. It will kill adventurers if possible and snuff out their flames if their answer is not a suitable enough reason. A suitable answer would be anything which relates to helping House Urten'nach. If the adventurers wish to enter the attic, the Shadow will grant them access.

What do they know? It knows the status of the house, and its task to protect the library from intruders. It also knows that whatever is in the attic is something that is not from this plane.

Adjusting the Encounter

Here are some suggestions for adjusting this scene, according to your group.

Very Weak: The **Shadow** will not use *Shadow Stealth* against the party. *Strength Drain* damage is reduced to (1d6+2) necrotic and doesn't drain Strength.

Weak: The **Shadow** will not use *Shadow Stealth* against the party. *Strength Drain* damage is reduced to (1d6+2) necrotic.

TREASURES & REWARDS

Defeating this encounter gains you access to the safe. It is locked and would require the key from the master's bedroom, with a DC20 Dexterity (Thieves' Tools) check, or a DC25 Strength (Athletics) check. Once opened, the characters retrieve the Lady Luck's Light, a strange triangular stone which shines brightly. It can fit inside the pocket of the adventurers.

The door of the Study and the Front Door then open so that the characters may leave.

EPISODE 3. CAUGHT IN BETWEEN (MAIN OBJECTIVE B)

Estimated Duration: 45 Minutes

ELDEST RUINS

In this episode, the adventurers having just retrieved the Lady Luck's Light, must bring it back to The Lady's Token before the battle of the remaining cults get out of hand. On the way back, the adventurers encounter the Heralds of the Chained Spiral and the Cult of Seriach.

PREREQUISITES

The characters must have retrieved the Lady Luck's Light from the safe in the Study. Area Information

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The ground is flat but covered with the ruins of old structures and fallen trees. Murky waters encompass the area, making it difficult to get far in a short amount of time. Crossing the murky waters is counted as Difficult Terrain.

Lighting. It is well lit, due to the storm having dissipated, the sun is still covered with clouds, but it is not as obscured.

Smells & Sounds. The scent of the swamp still occupies the adventurers nose, but the sound of critters is lively. As if the critters followed the party.

OBJECTIVES

The adventurers have to evade or defeat the incoming opponents and bring back the artifact to The Lady's Token.

CREATURES/NPCS

As the characters trek back to the city of Ylraphon, they are caught in between a skirmish with the Heralds of the Chained Spiral and the Cult of Seriach.

COMBAT

The battle is a free-for-all for Lady Luck's Light. Both cults will be going against each other and the adventurers.

EXPLORATION

The swamp is filled with many interactive elements. Use whatever is found in the swamp to make the encounter more interesting. The adventurers could also avoid the fight by finding a way around with a DC 15 Wisdom (Survival).

SOCIAL

The adventurers can intimidate or make peace with the cults. If they are able to do that, then some members would give up fighting and run away.

The leaders lead from behind, throwing spells at the other faction, and the martialists clash in the front. Once they notice the party in the fray. They will send over some of their men to engage you in combat. Two **Cult Fanatics**, one **Spy**, and two **Thugs** for each cult. Both factions will engage each other and the party. Making the battle a free-for-all

Objectives/Goals. Both factions had heard that a party of adventurers had been sent out to find a powerful artifact. Both leaders want the artifact for themselves so that they may summon their gods into the Material Plane. However, they don't want the other group to retrieve it. They do not actually know what the artifact is capable of.

What do they know? They only know that the artifact is a powerful one and it can stop them from summoning their god. Whether it can bring back their god or not is not of worry to them. If kept alive and successfully interrogated with a DC15 Charisma (Intimidation) check, a cult member of either faction will tell you, "This is just the beginning, the forgotten ones will rise once again and cleanse this world!"

Bonus Objective A: Ghost of Ylraphon Past. If the characters had successfully completed this Bonus Objective, the spirits of the drow from House Urten'nach will appear and combat the troops of the enemy factions. This removes the option to parlay.

Adjusting the Encounter

Here are some suggestions for adjusting this scene, according to your group.

Very Weak: Remove one **Cult Fanatic**, and a **Spy**, from both sides.

Weak: Remove one **Cult Fanatic** from one side.

Strong: Add one **Spy** for both sides.

Very Strong: Add one **Spy** and two **Thugs** for both sides.

Playing the Pillars

CONCLUSION

Having defeated the cultists and returned Lady Luck's Light to Nora Witherwander. A bright light emanates from her as she uses the artifact, and she vanishes, as the artifact falls onto the ground. No trace being left behind except for the artifact. Gwynora Ironheart is shocked, but keeps her promise to you, and rewards you; the artifact has fulfilled its purpose to the city, the cults have gone quiet once again. Maybe they have gone hiding, or maybe they have vanished from the world, nobody knows. Gwynora keeps Lady Luck's Light hidden away. Maybe it will be of use in the future.

ADVENTURE REWARDS

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

ADVANCEMENT CHECKPOINTS

The characters receive one advancement checkpoint for each objective completed:

- **Story Objective A:** Retrieve the artifact.
- **Story Objective B:** Return the artifact to Ylraphon

The characters earn additional advancement checkpoints for each **bonus objective** they complete.

- **Bonus Objective A:** Make peace with the Spirits of House Urten'nach.
- **Bonus Objective B:** Remove the Sliver of Cryonax from the Attic.

TREASURE CHECKPOINTS

The characters receive a treasure checkpoint for completing **both main objectives** or **both bonus objectives**.

MAGIC ITEM UNLOCK

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

Robe of Useful Items. The black cloth of this robe is lined with white piping, resembling a spider's web, and its patches resemble the various items cocooned in webbing. The coat-of-arms of House Urten'Nach, an old drow family lost to history, is embroidered onto the robe's collar. The family was believed to be eliminated during the Dracorage of 1373 DR, but its leaders fought bravely against the flight of dragons that razed Ylraphon to the ground, allowing many other lives to escape. The make of the robe is a clearly that of a drow exile. This item can be found in **Appendix 6**.

DM REWARDS

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

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

APPENDIX 1: LOCATIONS & NPC'

The following NPC's and locations feature prominently in this adventure.

Gebren Urten'nach (GEBB-ren Ur-ten-ACH). A drow spirit who had wanted to be of use to his family or to the city of Ylraphon.

Personality. Excitable, curious, inquisitive.

Ideal. If anyone is in trouble, I will help them out.

Bond. I put the people ahead of my family.

Flaw. My curiosity gets the best of me, and I don't know if I've gotten too annoying.

Nora Witherwander (No-rah Wither-wander). A cleric of Tymora who guides the adventurers to the beginning of the quest.

Personality. Meek, friendly.

Ideal. May luck smile upon us all.

Bond. My goddess protects me, so I shall protect her.

Flaw. I am blinded by my faith and believe that Tymora can solve all of our problems.

Talnar Urten'nach (Tall-nar Ur-ten-ACH). The leader of the drow ghosts, he only wishes for the well-being of his family, and those around him.

Personality. Brave, courageous, unfriendly.

Ideal. There will be no more evils in the world.

Bond. The people go first. My family knows what they had promised.

Flaw. When provoked, I will lash out.

House Urten'nach (Haws Ur-ten-ACH). An old family of drow who had been exiled from the Underdark. They remained in the surface and experimented with the arcane arts.

APPENDIX 2: CREATURE STATISTICS

Animated Armor

Medium Construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8+6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60ft. (Blind Beyond This Radius), passive Perception 6

Challenge 1 (200 XP)

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

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two attacks.

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

Cranium Rat

Tiny Beast, lawful evil

Armor Class 12 (natural armor)

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

Senses Darkvision 30ft., passive Perception 10

Challenge 0 (10 XP)

Illumination. As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

Telepathic Shroud. The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Flying Sword

Small construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 17 (5d6)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60ft. (Blind Beyond This Radius), passive Perception 7

Challenge 1/4 (50 XP)

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

False Appearance. While the sword remains motionless, it is indistinguishable from a normal suit of armor.

Actions

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

Ghost

Medium undead, any alignment

Armor Class 11 (Natural Armor)

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhausted, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60ft. into the

Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost 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.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 15 (4d6+3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrorifying Visage. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 _ 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrorifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

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CCC-GSP-PHIL01-03 *The Whispering Shadows of the Eldest Ruins* (v1.5)

Guardian Portrait

Medium construct, unaligned

Armor Class 5 (Natural Armor)

Hit Points 22 (5d8)

Speed 0 ft.

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

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft., passive Perception 10

Languages Common, plus up to two other languages

Challenge 1 (200 XP)

Constructed Nature. An animated object doesn't require air, food, drink, or sleep.

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

Innate Spellcasting. The portrait's innate spellcasting ability is Intelligence (spell save DC12). The portrait can innately cast the following spells, requiring no material components:

3/day each: counterspell, crown of madness, hypnotic pattern, telekinesis

False Appearance. While the portrait remains motionless, it is indistinguishable from a normal suit of armor.

Shadow

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 16 (3d8+3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Vulnerable Radiant

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

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60ft., passive Perception 10

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light of darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 9 (2d6+2) necrotic damage. The target's strength score is reduced by 1d4 the target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Sliver of Cryonax (Yeti)

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10+18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities Cold

Senses Darkvision 60ft., passive Perception 11

Languages Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The yeti can use its Chilling Gaze and make two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target, *Hit:* 7 (1d6+4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 ft. of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Spy

Medium humanoid (any race), any non-good alignment

Armor Class 12 (Leather Armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+2)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy 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 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 6 (1d6+2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +2 to hit, reach 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Swarm of Rats

Medium swarm of tiny beasts, unaligned

Armor Class 10 (natural armor)

Hit Points 24 (7d8-7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-9)	2 (-4)	10 (+0)	3 (-4)

Damage Resistance Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30ft., passive Perception 10

Challenge 1/4 (50 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Talnar Urten'nach (Ghost)

Medium undead, any alignment

Armor Class 11 (Natural Armor)

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhausted, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

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Incorporeal Movement. The ghost 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.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 15 (4d6+3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horriifying Visage. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 _ 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horriifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Pact Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

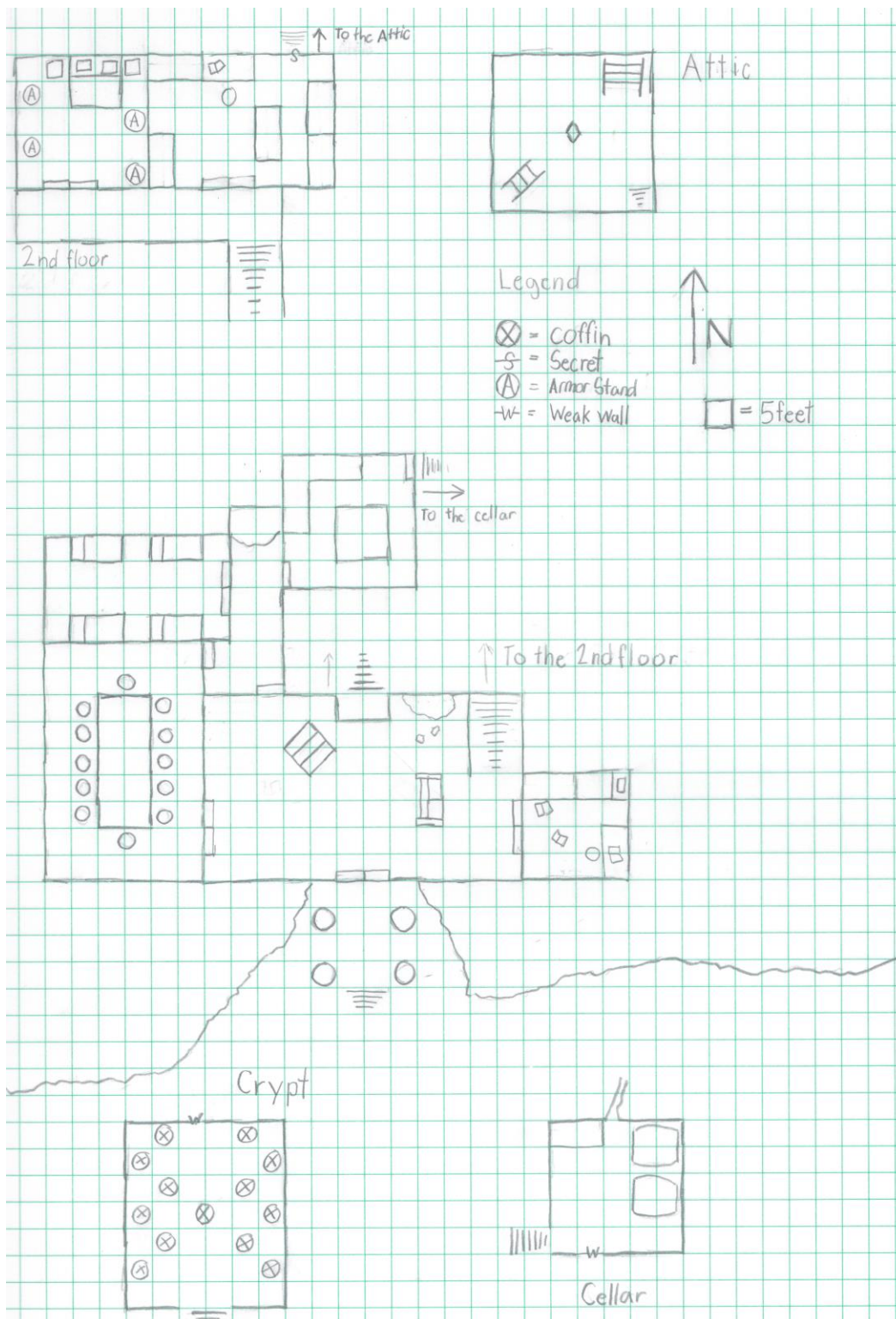
Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 6 (1d6+2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, reach 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Appendix 3: Map



APPENDIX 4: GHOST OF YLRAPHON PAST (BONUS OBJECTIVE A)

Estimated Duration: 60 Minutes

CRYPT

In this episode, the adventurers enter the Crypt found behind beneath House Urten'nach and must parlay with the spirits that reside in the manor.

PREREQUISITES

The characters would have had to gain access to this room either by going through the Guardian Portrait or by breaking the wall in the Cellar with a successful Strength (Athletics) check.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The large room is filled with stone coffins, making it difficult to move about the place. Cobwebs and dust fill the place.

Lighting. The room is pitch black, the torches in the area have already died out.

OBJECTIVES

The adventures have to convince the spirits of House Urten'nach to ally themselves with the people of Ylraphon against any evil that still roams the lands.

CREATURES/NPCS

The spirits (**ghost**) of the house appear to the adventurers as soon as they set foot in the middle of the room. A dozen of them surround the adventurers, preventing them from leaving. One of the drow spirits exude an aura of leadership, **Talnar Urten'nach** (M NG **ghost**), he then speaks to the characters and asks for why they are here. Gebbren will avoid entering this room at all costs. If he is brought down by the party, he will phase through the walls and go to the cellar.

Objectives/Goals. The spirits want to pass on into the afterlife but are locked in the material plane.

What do they know? Talnar knows that his family had helped the citizens of Ylraphon during the Dracorage. Gebbren had been a coward and abandoned them during this time. The spirits still think that it is still the time of the Dracorage.

TREASURE

Defeating or convincing Talnar allows the characters to receive the Blessing of the Master, which grants them access to the house without problem.

Playing the Pillars

COMBAT

If the characters struggle to use their words to appease the spirits, Talnar Urten'nach will offer that they prove themselves in combat instead. He will choose to either possess the character with the highest physical prowess or fight until he reaches 1/4th of his maximum hit points.

EXPLORATION

The walls of the crypt are collapsible and would give access to the cellar if needed. A DC12 Strength (Athletics) check would break down the supports that hold up that wall.

SOCIAL

A character can bring up the past, which would then help with the interactions with the spirits. The spirits refuse to help if simply asked, a DC15 Charisma (Persuasion) check would be successful. They would have to use compassion to get the spirits on their side once more.

APPENDIX 5: CHILL DOWN YOUR SPINE (BONUS OBJECTIVE B)

Estimated Duration: 60 Minutes

ATTIC

In this episode, the characters encounter a **Sliver of Cryonax**, and must find a way to remove it from the manor, else there be consequences.

PREREQUISITES

The characters access the Attic from the Study.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The room is partially frozen due with lots of debris at the side. Moving behind any of the debris will provide the target with Full Cover. The icy floor is Difficult Terrain.

Lighting. There is a crystal in the center of the room which emanates a 20ft. bright light and 20ft. dim light.

Crystal. The crystal is what makes the Sliver of Cryonax appear. Three successful DC13 Intelligence (Arcana) checks can cause the Sliver of Cryonax to disappear.

OBJECTIVES

The adventurers must defeat the Sliver of Cryonax and send him back into the elemental plane of Ice.

CREATURES/NPC

The Sliver of Cryonax breaks forth from the crystal in the center of the room as soon as an adventurer

touches it. The Sliver of Cryonax is a beast made from ice. It has fragments of ice surrounding its body, resembling blades. It attacks the adventurer closest to it.

Objectives/Goals. It will kill everything inside the room, then break out and consume all the things it finds.

What does it know? It knows that it is Cryonax, or at least a part of him; and that he must rest in order to regain strength. He also knows that adventurers and ghosts are intruders in this room, and that they should die.

Adjusting the Encounter

Here are some suggestions for adjusting this scene, according to your group.

Very Weak: Remove the **Multiattack** and **Chilling Gaze** of the **Slither of Cryonax**. Reduce it to 30HP

Weak: Remove the **Chilling Gaze** of the **Slither of Cryonax**. Reduce it to 45HP

Strong: Increase the **Slither of Cryonax** to 60HP

Very Strong: Increase the the **Slither of Cryonax** to 78HP.

TREASURE & REWARDS

After the adventurer's defeat the Sliver of Cryonax, they can retrieve the crystal and use it against the lock in the master's Bedroom. If the crystal is brought outside the manor, it melts in the hands of the character carrying it, it cannot be saved, and it cannot be reformed.

Playing the Pillars

COMBAT

The Sliver of Cryonax will utilize brute force in combat. It will use its claws against the adventurers that choose to go close to it, and its chilling gaze against caster-type characters. Anytime it is hit with Fire damage, the Sliver will focus on that target.

EXPLORATION

The room is frozen solid, however, adventurers that choose to interact with the room, can create different obstacles, such as cover and difficult terrain. The Sliver of Cryonax is also capable of doing such.

SOCIAL

The Sliver of Cryonax is not something that could be bargained with or spoken to.

APPENDIX 6: MAGIC ITEM

Characters completing this adventure's objective unlock this magical item.

ROBE OF USEFUL ITEMS

Wondrous Item, Uncommon, Tier 1, 16 treasure checkpoints

The black cloth of this robe is lined with white piping, resembling a spider's web, and its patches resemble the various items cocooned in webbing. The coat-of-arms of House Urten'Nach, an old drow family lost to history, is embroidered onto the robe's collar. The family was believed to be eliminated during the Dracorage of 1373 DR, but its leaders fought bravely against the flight of dragons that razed Ylraphon to the ground, allowing many other lives to escape. The make of the robe is a clearly that of a drow exile.

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)

- Steel mirror
- 10-foot pole
- Hempen rope (50 feet, coiled)
- Sack

In addition, the robe has 8 other patches.

- Riding Horse with saddle bags (see Monster Manual for statistics)
- 4 Potions of Healing
- Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you.
- Rowboat (12 feet long)
- 2 mastiffs (see Monster Manual for statistics)
- Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
- Portable Ram
- Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself.

APPENDIX 7: UR TEN'NACH UNDERDARK CHEESE RECIPE

FERMENTED GORISTRO MILK
FERMENTED ROTHE MILK
TEASPOON OF FLUMPH ACID
A HANDFUL OF RIPPLEBARK
MYCONID MUSHROOM CAP

A CUP OF NEUTRALIZED PURPLE WORM POISON
A PINCH OF MEMORY MOSS
½ TEASPOON OF JUIBLEX RENNET
A PINCH OF DARKLAKE SALT

Start by mixing the FERMENTED GORISTRO MILK and FERMENTED ROTHE MILK then warm them both up. Once warm, add the TEASPOON OF FLUMPH ACID to acidify the milk. Add A HANDFUL OF RIPPLEBARK, A CUP OF NEUTRALIZED PURPLE WORM POISON, and A PINCH OF MEMORY MOSS for flavor; then you add the ½ TEASPOON OF JUIBLEX RENNET as a coagulant and wait for the gel to form. Test firmness, you should be able to feel it in your gut. Once certain, cut the curd into small cuts, for a better outcome. Stir the curd for an hour while cooking. Afterwards, wash and drain the curd. Salt the cheese with A PINCH OF DARKLAKE SALT then let it age for at least 100 years.

APPENDIX 8: DUNGEON MASTER TIPS

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

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

New to Being the Dungeon Master?

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures>

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a

quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

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

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

Determining Party Strength

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

GREASY SNITCHES: ABOUT US

WHO ARE WE IN THE REAL WORLD?

We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to a mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

HOW TO REACH US

Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: <http://www.greasysnitches.com/>

Facebook: <http://www.facebook.com/greasysnitchespresents>

Instagram: [@GreasySnitchesPresents](https://www.instagram.com/GreasySnitchesPresents)

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GREASY SNITCHES ADVENTURES

Did you enjoy this adventure? Then you might like other Greasy Snitches adventures we have available! Feel free to check them out at DMsGuild.com

CCC-GSP01-01 A Dragon's Breath by Paul Gabat

CCC-GSP01-02 Brotherhood by Paul Gabat

CCC-GSP-PHIL01-02 The Murmuring Hollow of the Flooded Forest by Lanz Frago

CCC-GSP-PHIL01-03 The Whispering Shadows of the Eldest Ruins by Niccolo Estrella

CCC-GSP-FEAR01-01 Beneath the Bleeding Tree by Kristoff Alejo

CCC-GSP-NTHR01-01 A Night of Sorrows by Mikel Alexander Barrenechea

CCC-GSP-OOZE01-01 Oozing Hunger by Nicholas Noel Cavada-Guillermo