

HEART OF STONE

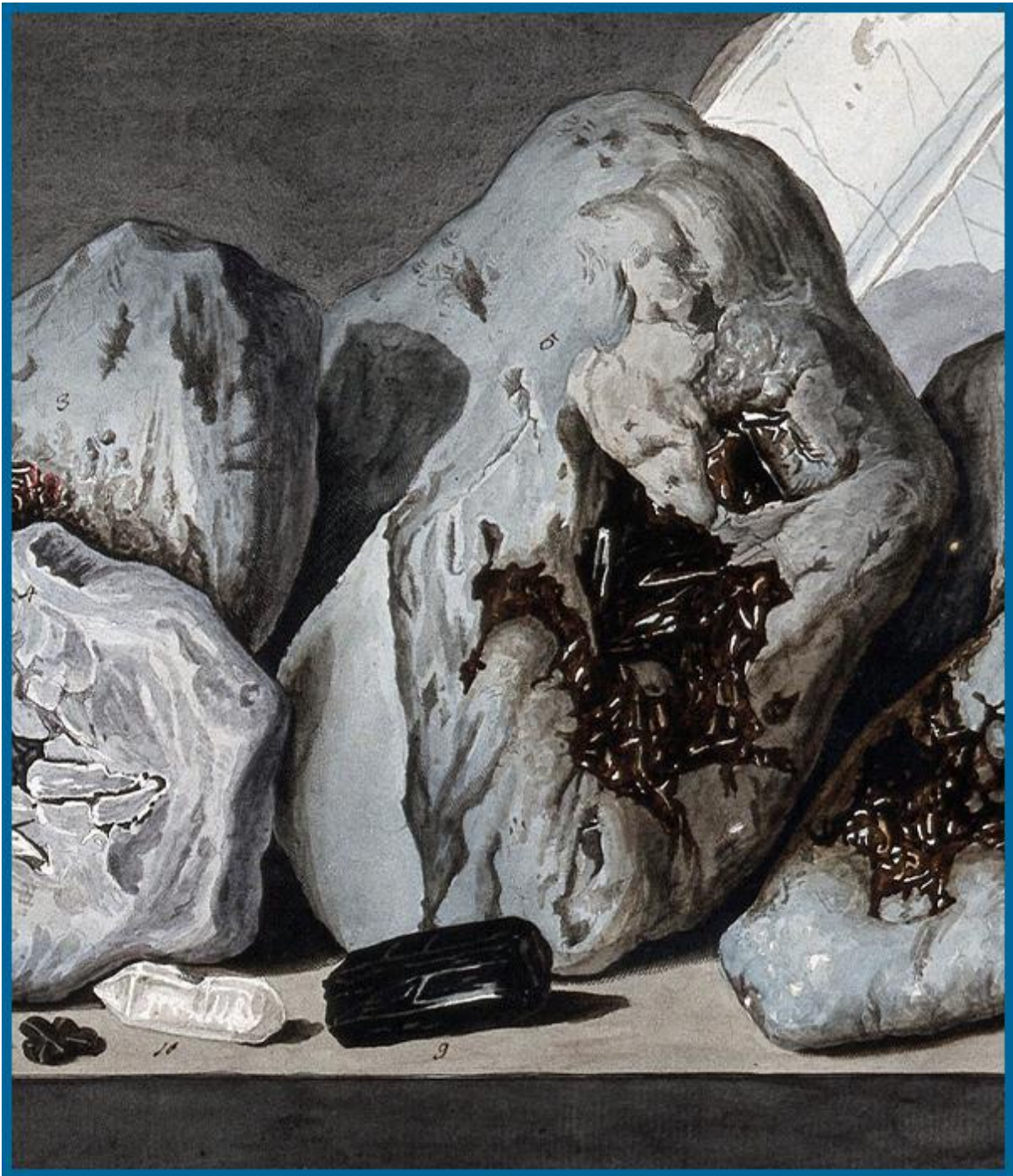
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Heart of Stone

An Adventure Module from the GM's Secret Stash



Presented by Quickphix

Heart of Stone

A 3 - 4 Hour Adventure for 5th to 6th Level Characters

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“Man may escape from rope and sword; nay, some have outlived the doctor's pill; yet those who face the serpent's lord, understand the Basilisk is sure to kill!”

– Treatise on the Serpent's Lord

Summary

While travelling through Corviglia, wanderers might happen across pieces of uncannily lifelike human sculptures in the bushes near the windy mountaintops. This might be an amber foot, wearing painstakingly carved ancient sandals, a granite slender hand clutching a dagger or a marble jaw, agape with a war-cry made stone. The natives just chuckle when presented with these wondrous items. “Don't worry – there won't be many more of those turning up” is the usual response. This is because all the villages in Corviglia, from Ot to Vadret and from Surlej to Crasta Mora know, that their ancestors drove out the creators of these sculptures long ago. They know of the bloody rebellion which forced both the sculptors and their masters underground. They know how hard their ancestors fought, to eradicate and bury every last piece of the culture which produced these artefacts. What they and their ancestors apparently underestimated, was the curiosity of scholars – because only a day's march away from their homes, the archaeologist Madulain Pat managed to dig up something Corviglia wanted to keep buried forever.

In this 3 – 5-hour adventure, a party of 5th to 6th level characters are hired to check up on the half-elf scholar Madulain Pat. His last courier pigeon to the university was sent over a month ago, and he hasn't been seen or heard of since. His isolated dig-site in the mountains is found quickly, but the party soon realizes, why the scholar had not returned home: he had unearthed a giant structure built by Corviglia's old masters. The players are forced to venture deeper to rescue Madulain Pat and eventually come face to face with the mountain's “Heart of Stone”.

Premise – The Mountainfolk

The University of Lagrev was certain, their chief-archaeologist Madulain Pat had found something astonishing. His last letter, now over a month old, contained a detailed route to his dig-site and the bold claim, to have found a completely intact ruin of the Velasians, the old masters of Corviglia. Their disappearance is a historical mystery, which has irked scholars across the kingdom for years. Hence, the university was eager to verify these findings and hired a team of adventurers to check up on Pat. Their priorities were described as follows:

1. Verify Pat's claims and bring back any number of interesting artefacts to prove them.
2. Keep the location of the dig-site secret to everybody who is not Pat.
3. Bring Pat back to the university if he is still alive. If not, bring back his corpse.

They were also warned that the track through the mountainous and mystical Corviglia-mountain range would not be easy: bad roads, unpredictable weather and a large number of unique mystical creatures being just the obvious reasons. An advance-payment of 10GP each was paid to help them buy any gear they might need to traverse the mountains.

Hiking through Corviglia

The track through the mountainous region of Corviglia takes about three days. The villages of the regions are each about half a day's walk from each other. The GM can use the encounter-table in Appendix I and the

In your Campaign:

This adventure works best, if the players do not have access to healing spells or potions able to reverse petrification. This way, they will have to plan around the central encounter with the Basilisks.

following rumors of the locals listed below, to add a flavor to the adventure and adjust its length. The rumors are:

- The mountains are home to the “wild man” – a half-dwarf half bear creature, which collects the mountain’s crystals and protects the wild-life from poachers (true).
- A coven of witches still lives near the mountaintops (true). They are known for causing bad weather (false) and casting wild & unpredictable magic spells (true).
- The current inhabitants of Corviglia are the descendants of slaves, brought here by the lost culture of Velasian (false – the Velasian subjugated the natives when they arrived here).
- There is nothing left of the Velasian culture because their evil was purged from the lands by the ancestors of Corviglia’s inhabitants (true). This story, known as the Corviglian Rebellion, is still taught as the founding myth of the Corviglian culture.
- The Velasians were a race of devil-worshippers (false – they had the same believe system as their Corviglian slaves), which tried to flatten the mountains in their arrogance (almost true – they wanted to establish a trade-route through Corviglia and built roads and tunnels for this purpose). The Corviglians drove them out with nothing but their primitive wooden weapons (true).
- To this day, every inhabitant of Corviglia keeps the traditionally carved war-masks and bows in their cellars to fend of any would-be conquerors (true).
- Corviglia used to be home to many species of songbirds, but the weapons used by Velasians during the rebellion drove them to extinction (almost true – the war-beasts used by them liked to hunt birds)
- The Corviglians crushed or buried all evidence of the Velasians, to rebuild the flattened mountains they had “taken” (true).

The Dig-Site

The dig-site indicated in Pat’s final letter is easily found about a day’s travel away from the nearest village. It is located in a ravine and not easily visible from the mountain path above it. Pat had dug out a large area around an overhanging cliff. Pieces of several statues were carefully arranged near the edge.

However, there is no sign of Pat – no wagon, no cargo, and no tent. Assuming he did not leave the camp behind, the only place he could be is the massive cave-entrance someone had blown into the cliffside. It leads down some carved stairs into a small room ending at an ancient but massive stone door (see Appendix II). The door is trapped with a Glyph of Warding, specifically a Spell Glyph which will trigger the Alarm spell when the door is opened. Should the players not notice the glyph, a deafening shriek will announce their arrival at this mysterious underground ruin.

The Dungeon’s Story

The adventure is structured along the rooms described in Appendix II. For the GM to improvise encounters or flavor-text, the history of the dungeon as well as Pat’s progress so far are explained in the following:

- **Origin:** The massive underground complex was once a Velasian Arena. Velasian warriors were trained here for combat, but the arena was also used for the spectacle of seeing captives and slaves fight to the death. Velasians flocked in droves to the stadium to bet on fights or see slaves fight against exotic monsters.
- **Secret Purpose:** The Velasians owed their military success to their ability to breed and domesticate Basilisks as guardian beasts. The arena was owned by a family of powerful Basilisk-breeders, who used slave executions to demonstrate the unrivalled ferociousness of their Basilisks to potential buyers. The winnings from the arena betting, the Basilisk eggs as well as the Basilisk trade winnings were stored in the central treasury.

- **Downfall:** During the Corvigian Rebellion, the Velasians had to evacuate the arena fast. The last of the slaves were fed to the Basilisks and most of the treasury emptied. However, during the evacuation, one of the Basilisk-trainers made a mistake and “the Lady” – one of the arena’s oldest brood-mothers escaped with her young. She since then has made the entire structure her nest.
- **Pat’s Excavation:** Pat knew of the Velasian practice to breed Basilisks, but he thought all of them had been hunted down during the Rebellion. Hence, he was more wary of potential human interference with his work. He set-up camp in the ruins, not knowing of the danger lurking within. He was ambushed and turned to stone by one of the Lady’s young, after he had just found the key to the treasury-door. The Warding Glyphs on all the doors leading to the treasury were the only reason he was not also devoured, as the noise of the alarm scared the young away. He has since stood petrified at the treasury door.

The Corvigian Arena

From here on out, the players are free to explore the dungeon as they see fit. The GM should emphasize that there is a time pressure in solving this situation, as the statue of Pat has already begun to crumble due to the Stoneteeth Worms present within the dungeon (see Appendix III). The general layout of the arena with all the major keys and locks can be found in Appendix II. The idea is for the players explore the dungeon in a clockwise fashion, using the ballistae and the arena to defeat the Basilisks, collect the key to the medical station from their nest to obtain a way to rescue Pat and open the treasury doors with his key. Detailed descriptions of the rooms and their content are found in the following paragraphs, number after their appearance on the map in Appendix II.

1. Entrance & Scholar’s Camp

Past the entrance, the players find themselves in a damp room with a tiled floor. It is lit in the unsettling orange glow of two magical torches hanging from the wall. In the upper left corner, Pat’s camp can be found. Among his few belongings are some rations of dried food and his research notes. The following information can be gleaned from it:

- Pat has searched for this ruin specifically, as he’s read mention of an “arena” at the edge of the Velasians zone of influence in many of his old manuscripts.
- It belonged to an old family tasked with administering the Velasian border.
- Three things interest Pat about the Velasian culture and this ruin: (1) Their technique for breeding Basilisks. (2) Their restoration magic, which was apparently able to cure a variety of diseases and even reverse petrification and (3) their enormous wealth.
- He suspects to find all these three things in this ruin. In one of the manuscripts, he’d already read, that the arena had a treasury and medical station.
- He had found an artefact he called a “keystone” within this very room, which apparently once was the office of the bookkeeper.
- He spent quite some days repairing the “keystone” of which he suspects, could open the massive vault doors to the treasury.

Otherwise, the room has been picked clean by Pat and only the remains of a rotten writing desk can be found near its northern wall.

2. Meeting Hall

The meeting hall is illuminated by the same magic glowing torches, throwing flickering shadows across the walls. The massive vault doors are the first things the players notice, followed shortly after by the petrified figure of Madulain Pat. An insight-check may reveal that he was running from the doorway on the right, whose stone doors have been forced open by

something with massive claws. Pat has his hands stretched towards the vault doors. It looks like he was trying to insert the amulet he is carrying into it. Unfortunately, it was petrified along with everything he was carrying. Some small Worms are crawling around the hem of his robe and have started to eat it. Three things become apparent to the players:

1. If the players want to save Pat or open the vault door, they'd have to find a way to reverse the petrification.
2. Since he has already been infected by the Stoneteeth Worms, time is of the essence and transporting him through the mountain pass might prove too dangerous to try.
3. The monster that petrified him is most certainly still lurking within the dungeon, because the entrance to the ruin was still secured with Pat's warding glyph

The last point is soon emphasized, as a low growl echoes from the room beyond the broken-down door.

3. Terrace

Just beyond the broken-down door, the players find themselves on a 20ft. elevated terrace overlooking some sort of canal (room 4). To their left a door with a clumsy lock (DC 10 to pick, DC 12 to break down) leads to the premium terrace (room 8). To their right, they can see the remains of some sort of ballista – broken beyond repair.

Perhaps more frightening are the Basilisks (number equal to the number of players) running around a giant Basilisk wearing a metal plate on its forehead. A DC15 Perception check will reveal the name "Lady" being carved into it. For now, they don't seem to have noticed the players. Beneath the feet of the playing Basilisks, the players can see the stomped remains of a humanoid creature – with something glistening around its neck.

The GM should make it clear to the players, that just rushing the Basilisks directly will result in a deadly encounter. Just shooting from the terrace also is not very wisely, as the Basilisks have already proven, that they can climb the wall up to it.

4. Monster Route

This long corridor was used back in the day to escort both prisoners and the monsters they might be fighting into the arena. Both paths (4.1 and 4.2) are now caved-in and blocked. An about 5ft. deep canal runs through the room. Within the brackish water, glowing mushrooms grow and give off just enough light to see the Basilisks now roaming through the route. The biggest of them, the Lady, has made this entire room her nest and she or her offspring will defend it to their death. The nest in the back of the room still contains two eggs which have not hatched yet.

5. Sleeping Room

Upon entering this room (all the doors are unlocked) the players are immediately assaulted with a horrible stench emanating from the beds lined up in the back of the room. Apart from the sour smell to room looks like an inn. The players surmise, that this room must have once served as a sort of dorm for the Velasians who lived here.

A constant scratching sound can be heard from all the surrounding furniture from the Stoneteeth Worms within. The chests near the beds and the wardrobes near the walls can be looted by the players (see Appendix IV for tables) – but each of them has a 50% chance of spawning an attacking Stoneteeth Swarm (see Appendix III).

6. Training Room

The room just north to the sleeping room is filled to the brim with training equipment the Velasians used to train for battle in the arena. Most of the equipment is rusty or useless (roll on the common loot-table when opening chests) – with one exception: one of the crates contains 10 large metal bolts, which can be either used as javelins or loaded into the stationary ballista also found within this room (or later in room 9).

The door to the north, showing the elven symbol for health, is sealed with a miniature version of the magical

lock also found on the treasury doors. It appears, the players will need to find a fitting key to get in.

7. Ante Room

In the middle of the room lies the heavily decomposed corpse of a Velasian guard – still wearing its chainmail and bucket helmet. Whatever killed them was not a Basilisk – as it is neither petrified nor chewed up. The door to the room in the north is also locked, but this time with a non-magical lock (DC 16 to pick, DC 22 to break down).

If the players decide to loot the corpse, the doors to the room will suddenly shut and the temperature drops by a few degrees. Mist forms on the floor and the ghost of a very angry Velasian (see Appendix III) rises from the corpse and immediately begins a frenzied attack. Roll for initiative!

8. Premium Terrace

If the players manage to pick or break open the lock without alerting the Basilisks lurking in room 4, they'll find themselves on a small terrace looking 20ft. down to the arena. The chest in the corner contains some uncommon loot (see Appendix IV) and the book on the reading stand lists the many soldiers killed by "the Lady" and mentions, that she is probably one of the few Basilisks which is also capable of utilizing "her digestive fluids in an offensive manner to kill at range". An investigation check DC12 might reveal, that the Lady has won 139 fights – only 32 of them rigged.

9. Viewer's Terrace

The terrace looking down to the arena 20ft. below is separated into three sections. Coming from the ante-room one stands at the ladder down to arena the Velasian warriors took - with monsters or captives entering through the big doors in the south. Next to it is the L-shape seating area for all the visitors of the arena, still filled with Stoneteeth worm infected benches. Finally,

at the southernmost point of the terrace, lies the chain mechanism used to open and lower the big arena doors.

Two mounted ballistae stand on either end of the terrace – both still in working order but without bolts. Loading a ballista (e.g., with a javelin or the bolts from room 6) takes an action and a strength score of at least 13. The range of these ballistae is 60/240 ft. A successful hit deals 3d10 piercing damage with regular bolts. The ballistae themselves have 50HP before they break.

10. The Arena

The arena is as seen from the terrace: mostly empty. However, standing on the blood-stained floor and looking at the massive drain in the middle of the room (probably used to toss in the corpses after a fight), the players can't help but feel a slight shiver running down their spines. Each side of the L-sided arena ends in massive doors: on set leading to the treasury, one to room 4 and the Basilisks.

In the top-right corner of the arena lies the corpse of the administrator. His once flowing silken robe now nothing much more than a few red tatters. Apparently, someone had thrown him head-first off the terrace. The key to his office (room 13) is still hanging around his broken neck. If the players try to remove it, they'll be attacked by another Stoneteeth Swarm.

11. Arena Access

Moldy carpets still line this once busy corridor. The rich stone carvings in the wall show various scenes of Velasian warriors battling against or with Basilisks. At the southernmost point of the corridor, there's even still a lectern with a built-in iron chest, which probably once served as the register for arena visitors. The chest's lock can be picked (DC16) or the chest can be broken open with sufficient force (DC18).

12. Broken Staircase

The once regal staircase leading spectators down into the arena now lies in complete ruin. Here and there are still some buried chests to be found, but certainly no way out.

13. Administration

With the door open, the players find themselves in the richly decorated office of the arena's administrator. A portrait on the wall shows "The Lady" devouring a Knight with a silver mask. Behind the picture frame lies a hidden wall-safe with a tricky lock (DC18 to pick, roll 1 once on the rare and uncommon loot table). The books in the well-stocked shelves are damp and have all fused together to paper and leather mush. The constant scratching of Stoneteeth Worms can be heard from within.

Finally, there's a half-open crate containing 1d12 heavy arrowheads made from glass and filled with a cloudy liquid. If fitted to a ballista bolt or javelin, these arrowheads add 3d6 acid-damage to the attack. However, they break after one use, whether the target was hit or not.

14. Medical Station

Once the players manage to retrieve the keys to the medical station from the Lady's nest, they are finally able to open the magically sealed door to the medical station. The room beyond is largely untouched by the decay of the ages. The damage in here was clearly man-made. The skeleton of the most probable culprit lies on a cloth-covered operating table. Apparently, a patient was accidentally sealed in here when the arena was evacuated and slowly starved to death. It is still clutching something shiny in its skeletal fingers (Appendix IV - roll on the uncommon loot table).

Most of the potion-bottles in the room were drunken or destroyed together with the room's wooden furniture. However, on one of the tables the players find a Scroll of Greater Restoration and in the water basin at the north

wall, they find a small grey Potion of Reverse Petrification.

If the players touch any of those items, the Ghost of the Velasian on the table (see Appendix III) will rise and immediately use "possession" as a free action against the player touching the object. Roll for initiative!

15. Treasury

The long-awaited moment! The players un-petrify Pat and the key to the treasury door. As they creak open, two magical fires ignite in the braziers next to the door. To everyone's disappointment, they do not illuminate a pile of gold, but rather just a single (although quite large) chest. Inside the chest is one piece of legendary loot (see Appendix IV) and a lot of paper. It seems, the administrator was a major creditor for a lot of the Velasian merchants and nobility. On top of that, there are several signed contracts for the delivery of rare monsters and young slaves.

Combined, all these assets probably once had made the administrator one of the richest people on the continent – but now their only worth was to scholars such as Pat. On the very bottom of the chest, beneath all the paperwork lies one last artefact: a small metal collar with the name "Lady" stamped into it.

Rewards

If the players rescued Pat, he'll ask them to escort him back to his university. Parts of his feet had been eaten away by Stoneteeth Worms and he therefore does not feel quite fit to journey alone. Upon their arrival, they are either rewarded with a sum of money equal to their character level times 80 or roll twice on the rare-loot table. If the players were cunning enough, they probably also kept Lady's eggs from her nest – these could also be sold to shady individuals for a high price (or be hatched by the players themselves).



What's next?

Pat's discovery of the Velasian arena had shed some light on an almost forgotten culture. Unfortunately, not all scholars are driven by intellectual curiosity and some soon found a suspicious liking to the Velasians Basilisk breeding techniques. Once word got around, that the players had seen living specimens and might even have taken some of their eggs with them, even non-scholars found themselves suddenly intrigued by the story. A description or sketch of the players was soon a sought-after item on various black-markets. After all, what better guard beast could any warrior, thug or maniacal wizard look for, then the king of serpents and its heart of stone?



Appendix I – Corviglia Mountain Encounter Table

1	The players encounter a butt-naked dwarf covered in thick body hair. He greets them friendly and asks if they'd be so kind to share some food with him. If they refuse or offer him vegetarian food, he'll nod and gift them some crystals as a goodbye gift. If they offer him meat or attack him, he'll transform into a large bear and is joined shortly by three more.	7	The party happens upon a nice meadow filled with a peculiar white herb. When chewed, the players immediately receive 1d4 temporary HP. However, each subsequent consumption of the herbs increases their bitterness. Should they consume as much as half their HP, they receive all temporary HP as damage instead. If the herb is plucked and transported out of the meadow, it immediately loses its magical properties.
2	A sudden rainstorm transforms the idyllic landscape into freezing hellscape. The players must find shelter quickly or risk being exhausted or blown off the mountain path.	8	A merchant passing through the mountains is blocking the narrow road with his cart. Apparently, falling rocks had scared off his horse and he now can't move forwards. He offers the players some goods in exchange for their help.
3	Two Corviglian Dwarfs are loudly arguing near the mountain path next to the carcass of a deer. Apparently, they were both hunting the same deer, and both claim to have killed it. The situation escalates, as another hunting party emerges from the woods, claiming to have shot the very same deer.	9	A crying Corviglian boy is running towards the party – he is clutching his backpack in his hands. He is being chased by two giant eagles. As soon as they see the party, they fly in to attack them. Apparently, the boy had stolen eggs from their nest.
4	An incredibly loud boom echoes throughout the mountain pass – followed shortly after by a giant rock and mud avalanche. Apparently, a careless Corviglian triggered it while hiking.	10	A giant dog with thick fur suddenly jumps on the path. He is wagging his tail and wants to lead the players somewhere. If they follow him, they'll end up in a cozy but empty cabin. Apparently, the friendly dog lives here alone.
5	The party spots the ruin of stone tower near their path. A constant clinking sound can be heard from inside. In its base they find a woman stirring a giant cauldron. She says that she's brewing a pure magic potion and is willing to sell it to the players. She can't explain what the potion does, as it is supposed to be "different for everyone". When drinking the potion, the GM can roll on the wild magic surge table for a random effect.	11	One of the players slips and falls off the mountain path. Unable to get a hold on the slippery rocks, they slide down the mountainside and come to a stop near a cliff's edge. The giant spider lurking just below said cliff is delighted to see a potential lunch dangling over its web and shoots up a string to drag the unfortunate player towards their doom.
6	A pack of frenzied wolfs breaks out of the nearby woods and start attacking the players.	12	Thick fog makes progression impossible. The players must set up camp on the cold mountain path until morning. Roll again on this table afterwards.

Appendix II – Dungeon Map Overview



Legend

- Scholar's Camp:** Madulain Pat had found this entrance by accident. He pitched his camp in this room, which once served as the book-keepers office.
- Meeting Hall:** The Velasians, masters of this arena, used to meet here: in front of the giant vault doors to the treasury. Now the statue of the petrified Madulain Pat in the middle of it. He carries **the key to the Treasury** – unfortunately it was petrified alongside him. The players need to get **the Scroll of Greater Restoration** (in the Medical Station) to restore him and the key if they want to get inside.
- Terrace:** From here the Velasian warriors could watch the monsters and prisoners being brought into the arena from a 20ft. safely elevated terrace.
- Monster Route:** The Lady has built her nest here and attacks everyone who enters it. **The key to the Medical Station** can be found in her nest.
- Sleeping Room:** This room clearly once served as the dorm room for the gladiators and administrators of the arena.
- Training Room:** Contains ancient weapons and test dummies.
- Ante Room:** Waiting Room for gladiators to enter from the side
- Premium Terrace:** The nobility could watch the fights from here.
- Viewers Terrace:** A save place for everybody else to enjoy the fights.
- Arena:** Still contains the worm-eaten corpse of the administrator, carrying **the key to his office**.
- Arena Access:** Entrance to the various terrace-seats.
- Broken Staircase:** Used to lead up to the surface, for visitors to enter.
- Administration:** Contains poisoned arrow heads for the ballistae
- Medical Station:** Contains **the Scroll of Greater Restoration**.
- Treasury:** Long-ago plundered by the administrator's family.

Appendix III – Monster Menagerie

Corvigian Basilisk (Medium Monstrosity)

The Velasians were infamous for having bred and domesticated a smaller but faster variant of the wild Basilisk. The Corvigian Basilisk may not have as tough a hide as their wild counterparts, but what they lack in armor they make up for with cunning and speed.

Ability Scores

AC: 14 / HP: 48 / Speed 30 / Challenge Rating: 3

STR: 16 (+3) / DEX: 12 (+1) / CON: 13 (+1)

INT: 7 (-2) / WIS: 8 (-1) / CHA: 6 (-2)

Traits

Petrifying Gaze: If a creature starts its turn within 30 ft. of the Basilisk and the two of them can see each other, the Basilisk can force the creature to make a DC 12 Constitution saving throw if the Basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the Basilisk in the meantime, it must immediately make the save.

Pack Animal: The Velasians originally bred their Basilisks to operate in a pack. As a result, they show no territorial aggression towards other Basilisks.

Actions

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

The Lady (Large Monstrosity)

The Lady was a prized brood-mother for Corvigian Basilisks and was used for executions of particularly stubborn dissidents in the arena. After her masters had fled, she built her nest down here.

Ability Scores

AC: 16 / HP: 65 / Speed 40 / Challenge Rating: 5

STR: 18 (+4) / DEX: 12 (+1) / CON: 16 (+3)

INT: 7 (-2) / WIS: 8 (-1) / CHA: 6 (-2)

Traits

Petrifying Gaze: If a creature starts its turn within 30 ft. of the Basilisk and the two of them can see each other, the Basilisk can force the creature to make a DC 13 Constitution saving throw if the Basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the Basilisk in the meantime, it must immediately make the save.

Pack Animal: The Velasians originally bred their Basilisks to operate in a pack. As a result, they show no territorial aggression towards other Basilisks.

Actions

Multiattack: The Lady makes two bite attacks

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage

Poison Spit (Recharge 5/6). The Lady lobs a ball of spit to a point within 30 ft. of her. On impact, a 15ft. sphere of poison fog forms which takes 12 seconds to dissipate. Any creature starting its turn within must pass a DC 12 Constitution saving throw or receive 3d4 poison damage. Otherwise, they take half as much damage. Creatures within the fog receive partial cover.

Stoneteeth Swarm (Medium Monstrosity)

The Stoneteeth Worms are a nuisance plaguing the Corviglia mountains. Their larvae spent most of their life underground, devouring roots and occasionally wooden structures. However, once they reach maturity, the adults travel in swarms, devouring everything their teeth can reach.

Ability Scores

AC: 12 / HP: 24 / Speed 20 / Challenge Rating: 1

STR: 2 (-4) / DEX: 10 (0) / CON: 13 (+1)

INT: 1 (-5) / WIS: 2 (-4) / CHA: 1 (-5)

Traits

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

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

Hungry. A creature that touches the swarm or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage. Any nonmagical weapon made of metal or wood that hits the swarm is infected. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

Actions

Bites. Melee Weapon Attack: +0 to hit, reach 0 ft., one creature in the swarm's space. Hit: The target is infested by 1d6 Stoneteeth Worms. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these Worms. After this time, these Worms are too far under the skin to be burned. If a target infested Worms ends its turn with 0 hit points, it dies as the Stoneteeth Worms burrow into its heart and kill it. Any effect that cures disease kills all Worms infesting the target.

Velasian Ghost (Medium Undead)

Not all of the Velasians made it out in time. Some are still here, mourning the loss of their realm.

Ability Scores

AC: 11 / HP: 52 / Fly 40 / Challenge Rating: 3

STR: 7 (-2) / DEX: 13 (+1) / CON: 10 (+0)

INT: 10 (+0) / WIS: 12 (+1) / CHA: 18 (+4)

Traits

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

Incorporeal Movement. The Velasian 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. It can enter 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.

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Possession (Recharge 5/6). One humanoid that the ghost can see within 5 feet 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 Intelligence, Wisdom and Charisma. 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. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after.

Appendix IV: Loot-Table

Common Loot

1	A silver statue of a bear-cub eating a fish, worth about 1 GP	4	A wooden case containing 6 ancient throwing knives
2	An old set of chainmail armor with a bucket helmet	5	An unsettling, almost life-sized straw puppet whose purpose escapes you
3	A few crystal-shards in a wooden bowl, worth about 2GP	6	A finely crafted silver bracelet with the name Clara carved into it, worth 3 GP
7	A rusty dagger with a deer-horn hilt. Both could probably be restored to be used	8	A wooden shield with a scowling humanoid face carved into it
9	A vase depicting a nearby snowy mountaintop, worth 6SP	10	A small wooden barrel, filled with a fruity smelling, very strong liquor

Uncommon Loot

1	A metal case worth about 5SP containing 1d4 small healing potions	4	A pair of magic gauntlets, able to warm their wearers hands when attuned to it.
2	A short sword with finely carved guard depicting warriors fighting bears	5	Ten glass marbles inlaid with gemstones, made to look like eyes. Worth about 12 GP
3	A golden ring with inlaid diamonds, worth about 8 GP	6	A heavy greatsword with a thin cross-guard and an absurdly heavy pommel

Rare Loot

1	A bag of holding, stinking faintly but irreversibly like a moldy drawer	4	A small cache filled to the brim with jewels, worth about 700GP
2	A marble jar filled with 12 pinches Dust of Dryness	5	A very heavy (12 pound) Rope of Climbing made of a bright red material
3	A metal-shield+1 with the eyes of a Basilisk carved into them	6	2 potions of superior healing, tied together with a silvery chain worth 2SP

Legendary Loot

1	A canteen in the form of a basilisk's head filled with 2 uses of a Potion of Invulnerability	4	An ungodly ugly pair of Slippers of Spider Climbing
2	A well-maintained, pink Heavy Haversack, filled with bottles full of a strong alcoholic spirit.	5	A silver mask blocking all sight for its user but granting 15ft blindsight when attuned to it.
3	A slim javelin+1, which makes absolutely no noise when thrown or swung.	6	A pristine and untouched Robe of Useful Things with a big eye woven on its back.

Appendix V – Room-Maps

Room 1: Entrance & Camp



Room 2: Meeting Hall



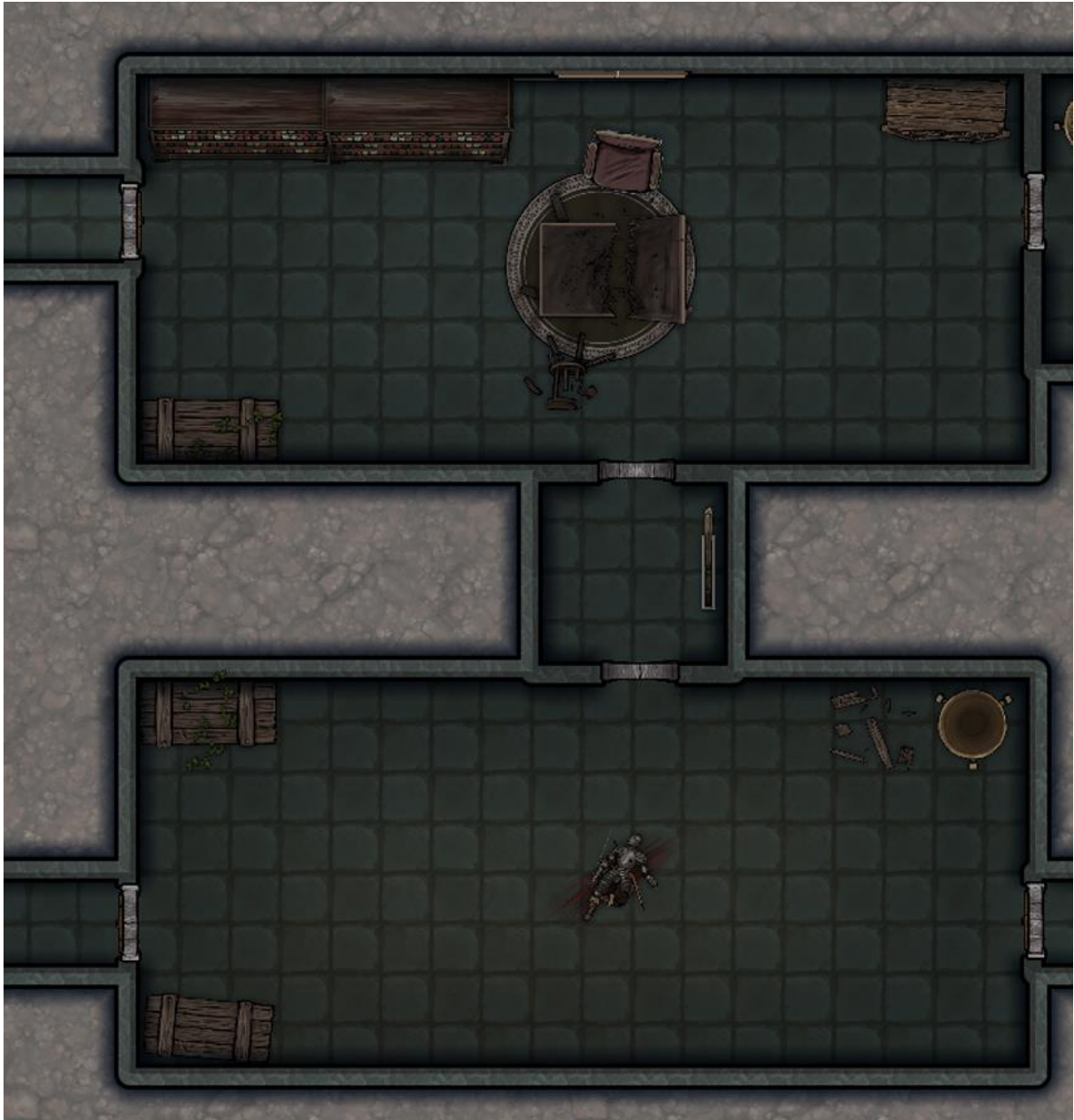
Rooms 3&4: Terrace and Monster Room



Room 5: Sleeping Room



Rooms 7&13: Anteroom & Administration



Rooms 8-12: Arena and surroundings



Room 14: Medical Station



Room 15: Treasury



Total Map

