

TABLES OF DOOM



5E SOLO ADVENTURING

By Paul Bimler



TABLES OF DOOM: 5E SOLO ADVENTURING

TWO SHORT SOLO QUESTS & A UNIQUE SOLO PLAY SYSTEM FOR DUNGEONS & DRAGONS (FIFTH EDITION)

BY PAUL BIMLER

CREDITS:

All text and maps by Paul Bimler

Art by William McAusland, Patrick E. Pullen, Awful Good Games,
Sawan Kumar Pandey, Matt Morrow, Jacob E. Blackmon

Playtested by:

Roddy Presley, David Bond, Shayne Rodrigues,
James Svoboda, Adrian Aguirre Riofrio, Luis Miguel Garcia Romero



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TABLES OF DOOM: GM-LESS ADVENTURING!



Welcome to a new system of solo gaming. This book contains the framework for two short solo quests designed for level 2 PCs. By “framework”, I mean that within each quest you will find a backstory and the basic goal of the quest, as well as rooms / passages / loot / clues / monsters / traps / NPCs that you *might* encounter along the way. How and when you encounter those facets is determined by dice rolls, making every quest completely different, even when you replay the same quest. This will become quickly clear as we play, so let’s get straight into it.

Those of you who have played my gamebooks “The Death Knight’s Squire” and “Tyrant Of Zhentil Keep” will be familiar with some of the

styles of play here, such as the combat sheets. But those are gamebooks. Overall, this book contains a much looser, free-form style of solo play, a little lighter on details but hopefully not on the enjoyment factor.

Once you have read the backstory and Entry 1, you will begin to roll for locations. The location table is the first thing you will see in the quest. Every time you encounter a new location, you will deduct a point from your Questability until it reaches zero. Then you will arrive at the quest’s penultimate encounter – the Big Bad Evil Guy, final showdown, whatever. Narrative text entries will guide you through that last encounter.





SEQUENCE OF PLAY

This style of solo play is largely made up of randomly generated locations and effects. What follows is the sequence of play for the Tables of Doom system, with explanations of each step.

1: Choose whether you are entering your next location with stealth or checking for traps (or neither).

- Are you entering with stealth? If successful, this will allow you to make a surprise attack on any enemies. The DC is the passive perception of the monster within the location. Keep in mind that choosing this option leaves you open to triggering a trap.
- Are you checking for traps? This allows you to potentially disarm or avoid a trap, but removes your ability to make surprise attacks.

You can only choose one of these.

2: Roll for your next location on the location table. Turn to the appropriate map.

When leaving a location and progressing to a new one, decide which exit to leave by – north, south, east or west. The location table at the start of each adventure will show you how to determine your next location. Don't worry if you get the same location twice within a quest – simply treat that as a different room that happens to have the same

shape. However, I've tried to include enough variation that that shouldn't happen too often.

3: Deduct 1 Questability point.

Questability is a stat unique to this play system. More on this later. It is included here for ease of reference.

4: Roll for the facets listed on the map, then on their sub-tables.

The facets are as follows: CLUE, ENEMY, LOOT, RANDOM, SD, TRAP.

After viewing the facets for that map (listed on the map itself), you will need to make some D12 rolls, one for each facet. If any of your D12 rolls equals or exceeds the facet score, *then that element exists in that room*. If none of your D12 rolls exceed the facet score, then treat it as an empty passage or room and progress to the next location, thanking the gods for keeping you safe. Still deduct a Questability point, though. Map roughly as you go – it helps you to keep track of where you've been. You could also keep notes on the adventure and later use the dungeon you generate as a campaign for multiple players, adjusting monster numbers accordingly!

The first facets to encounter are ENEMY, TRAP and RANDOM. If one of those exists within a location, you will need to resolve that first before proceeding to another facet. If more than one of those exists (e.g. you might roll for ENEMY and TRAP and get both) then you will need to roll on sub-tables to determine their timing.

5: Roll for trap location if appropriate.

There is a sub-table which determines where on the map the trap is situated. This will allow you to determine when to encounter it.

6: Roll for random event timing if appropriate.

A similar sub-table exists for random event timing.

7: Place token on map.

Based on your facet rolls, place your token somewhere appropriate on the map. Where you place it won't make a difference to the effect the facets have on you.

8: Encounter and resolve all facets.

As stated above, ENEMY, TRAP & RANDOM take priority, so encounter those first. Consult Trap timing table and Random Event table for exact order. Unless otherwise stated, always deal with enemies first.

SUB TABLES: Each facet has tables relating to it. For example, if the ENEMY value for a location is 8 and you roll an 8 or above, then you move to the enemy table. Below is an example enemy table.

ENEMY TABLE (D10) Reroll for repeats.		
ROLL	RESULT	NUMBER
1-3	Gremlins	Roll 1d4. 1-2 = 1 gremlin 2-3 = 2 gremlins
4-6	Manes Demon	1 d4-1 per PC (minimum 1)
7-8	Dretch	2
9	Quasit	1
10	Imp	1

Let's say you roll a 3. It's gremlin time! You roll to determine the number of gremlins, then

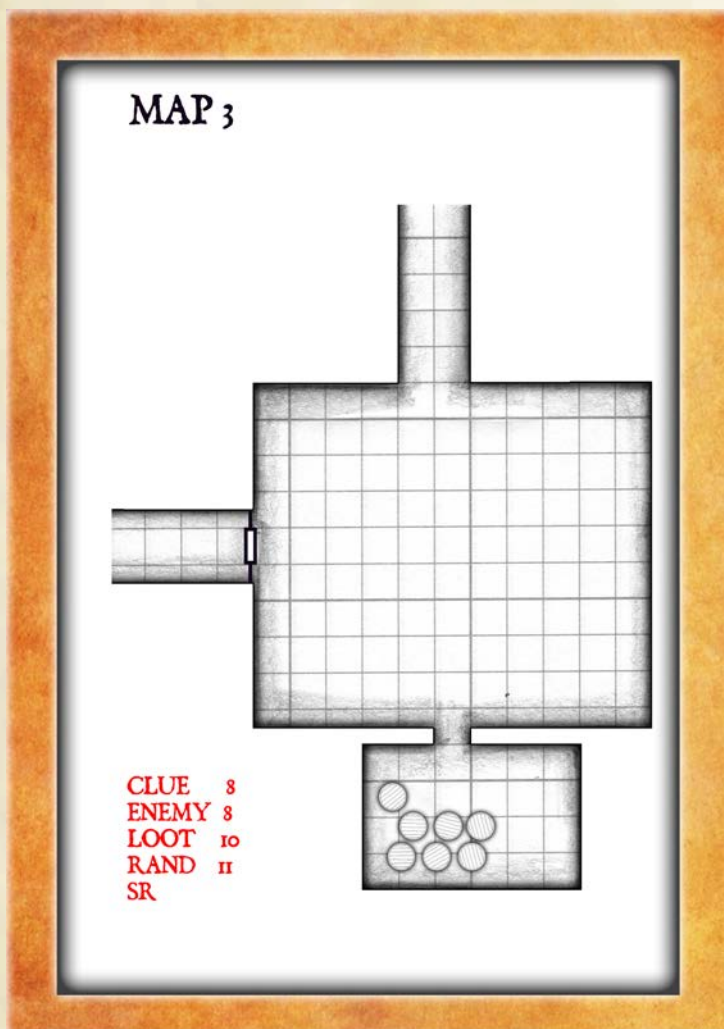
progress to the Gremlin Combat Sheet and work through the encounter as per the directions there. After that, you may encounter loot, random events... anything else that was rolled.

9: Proceed to the next location!

You are done with this location. Go back to Step 1.

GAMEPLAY EXAMPLE

Before rolling for his next location, Avriel of Chronias, a dwarven barbarian, decided to search for traps in the next location. He made a preliminary investigation roll of 15, before even seeing the map.



Avriel rolled for his next location which resulted in the map above. After deducting a Questability point, Avriel rolled the D12 four times for each of the facets and got 3, 11, 5, 11 for CLUE, ENEMY, LOOT and RANDOM respectively. This placed an enemy and a random event within this room,

but no traps. Unfortunately, this means that he lost the ability to make a potential surprise attack on any monsters, which have now revealed themselves.

Avriel rolled on the ENEMY, RANDOM EVENT, and RANDOM EVENT timing subtables. The last table determined that the random event would occur 1d4 rounds into the combat encounter.

Avriel rolled initiative and resolved the combat using the Gremlin Combat Sheet, during the course of which he encountered the random event - a noxious smell which forced him to make a constitution save. He failed this save and the gremlin got an attack with advantage.

The Gremlin Combat Sheet also directed Avriel to a narrative entry where an embedded clue was discovered (he didn't need to roll for that - it came with the enemy).

Having suffered a few wounds during the encounter with the gremlins, he also took a short rest in this room to recover hp - allowed due to the presence of the "SR" facet.

Thus completing all the facets of that room, Avriel then considered how to proceed to the next location (stealth or checking for traps) and then rolled for his new location!

CONNECTEDNESS

You cannot exit a room via the way you came in. You must use an unused exit. Roughly map the quest as you go so that you do not backtrack.

When you need to conduct combat, you can load the right map into Roll20 (or use printed maps if that's how you're playing).

ADVENTURING TOGETHER:

There are several ways to play these quests. You can play this alone, with one PC. As a solo player, you could also run two PCs through the adventure. You can invite a friend and adventure together. The adventures are designed for 1-2 PCs*. Keep in mind, however, that your options will always be somewhat limited. Since there is no DM,

you will have to get creative about what you can do within the scope of the quest.

AFTER THE ADVENTURE

If you survive the quest, you will get an opportunity to rest, and perhaps sell and buy items from a nearby town or village. XP will be awarded and then you will be ready to progress to a different quest!

THE FACETS IN DETAIL

CLUE:

Clues relevant to the quest may be scattered throughout the quest. They may be on the bodies of discovered corpses, written on walls as graffiti, or conveyed as whispered rumours from NPCs.

Clue example:

There is rumoured to be a magic artifact hidden within here that will enable you to defeat the BBEG. (On your next loot success, refer to entry ____)

ENEMY:

Enemies usually spawn an amount of squares from the PC, often determined by a roll. If there is not enough space, spawn them as far as you can from the PC. Don't worry too much about where. Since a lot of combat is determined randomly, place your PC where you think they should be in terms of the story, and spawn enemies relative to them. The map will dictate the rest of the dynamics.

Generally speaking, all monsters move towards you and attack, unless otherwise stated. And they will try and flank when they can as well.

Every enemy encounter is managed via the use of custom combat sheets.

TRAPS:

Before entering a location, you can **search** for traps using perception or investigation. Make a perception or investigation roll and record the result. When you roll for traps, check the entry pertaining to that trap, which will contain the DC for finding or noticing it. If you noticed it, you may be able to either avoid it or disarm it.

*2 Level 1 PCs, or 1 Level 2 PC.

However, if you search for traps, you might lose an advantage like a surprise attack on a monster. Roll on trap table. If you failed a called-for perception or investigation check, roll for hero to see if they succumbed to the trap (usually a dex save or something).

If triggered *during* an encounter, traps may also affect your ability during combat encounters. They might give the enemy a free attack, or put you at disadvantage for the first round... any number of things could happen.

RANDOM:

Random events throw an element of uncertainty in the mix and add a bit of humour and colour to the adventure. They could determine your meeting an NPC, which is rare but not impossible. There is another table that determines whether the random event happens immediately, during another action, or as you are about to leave the room.

SECRET DOORS (SD):

You may be able to discover a secret door which takes you to a bonus hidden room or passage, containing loot, clues, or (hopefully not) monsters! Management of these secret doors takes place through special entries. Once you have rolled for the secret door, check your passive perception against your D12 roll for SD. If your PP is equal or higher, you find the door. Then, roll on the secret door table for that quest.

NPCs

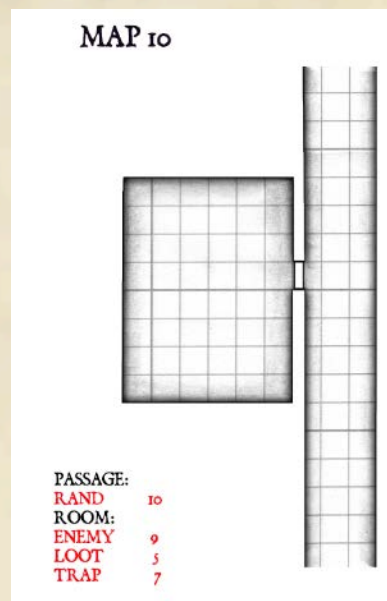
Will come with an NPC sheet. You may not always know what an NPC's motives are. In certain quests, NPCs may need persuading to accompany you on a quest, or to heal you, cast a spell in your aid etc etc.

Choices relating to interacting with NPCs will rely on that PC's feats, and your feats.

You may be able to do something for the NPC as well, which may increase your likelihood of persuading them. The NPC might be looking to kill you and take all your loot! You never know.

DOORS AND SECTIONS

Sometimes maps will have separate facet sections, as below:



Here, you may choose to stay within the passage and not go through the door. If so, only roll for the random event in the passage, ignoring the room. Only roll for the room facets if you decide to enter the room.

RESTING

Some maps have the letters "SR" on them. This designates a location where you can take a short rest, if you need to. Some quests will not allow it. Obviously if SR is on a map and your d12 enemy roll comes up positive for enemies, then you will have to fight the enemies before you can rest!

MILESTONE XP For Quests. You will gain XP when you successfully complete the quest.

MAX HP & DEATH SAVES

Two house rules – take max hp for every level of your character, and remember that death saves are not allowed, unless there are two of you adventuring, or unless you come across an NPC who agrees to accompany you on your adventure.

MAKING YOUR OWN QUESTS!

For the creative ones out there, it will become evident as you play through that removing the contents of the tables I've provided will allow you to make your own quests with your own adventure seeds. I'm planning on developing this system further to randomly create adventure seeds – I'm already working on a big table to that effect, but it's a long way off yet. Keep an eye out for it on

the Guild. If I do release it, I believe it will provide a worthwhile accompaniment to this and future “Tables of Doom” volumes.

However, in the meantime, it would be a pretty simple thing to use the maps provided in the Maps Booklet, and the location tables for each quest, and replace all the contents of the loot tables, enemy tables, etc etc. You will need to create combat sheets for each enemy, but that is certainly a lot quicker than writing a gamebook with all its multiple entries.

Thus you can create solo quests that even you, the creator, would have fun venturing through!!!

REPLAYABILITY

Due to the random nature of this style of play, it is recommended that you play each quest 2-3 times to get the most out of it. As everything is determined by dice rolls (including how many locations you journey through), subsequent play-throughs can be very different in feel. Although the quests are relatively short, they are designed to be replayable, and it will take you several runs-through in order to encounter everything there is to see.

BEFORE YOU START

Either print your maps booklet if you are playing tabletop style, or else pre-load all the maps into Roll20 if you are playing that way. This will increase immersion as you won't be needing to worry about loading maps while you're in the middle of gameplay.

KEEP IN MIND...

The nature of dice and of this system of play is very random, so while on your first quest you could die due to constantly rolling for the enemy facet, while on the next playthrough of the same quest you might just encounter one enemy and the final encounter, and roll the loot facet every time! So bear in mind that death is possibly more likely – at times – than in finely tuned, balanced adventures where every encounter is measured. But that added risk just adds to the challenge! You never know what you're going to get.

PREPARING FOR THE QUEST

Step 1: Create a PC

The first thing to do is create a level 2 PC of your choice, remembering to take max hp for every level. You may use any race or class you like. Point buy or standard array for ability scores. If you have already played one quest, you can use the same PC for the second one!

Step 2: Choose a Quest

After that, decide which quest you would like to play. This will place you in some location within the Dragon Coast of Faerun, journeying around locations as you face various challenges.

Step 3: Determine your Questability.

Roll 1d6 on the table below to determine your Questability.

QUESTABILITY (Roll 1d6)

Roll	Questability
1-2	6
3-4	7
5-6	8

Your Questability is more or less a luck roll and determines how long it will take you to sniff out the ultimate goal of your quest.

You are now ready to start your quest! Choose from one below.

QUESTS:

Shadows Gather

While in the village of Thornbrook, you hear rumours of a demonic ritual from a local gnome. You must travel to a dilapidated mansion and stop a mad mage before he brings down chaos and destruction on the unsuspecting villagers!

Brain Dead

Travelling to the large port town of Westgate, you head straight to the Mercenary's Guild where a large reward is being offered to get to the bottom of a troubling mystery. Something strange is going on in the Catacombs beneath the city...



LOCATION TABLE: Deduct 1 Questability for each new location.

EXIT CHOICE (from current location)	D10 ROLL	NEXT MAP
Exit West	1	Map 1
	2	Map 14
	3	Map 6
	4	Map 7
	5	Map 6
	6	Map 9
	7	Map 13
	8	Map 2
	9	Map 14
	10	Map 1
Exit East	1	Map 11
	2	Map 3
	3	Map 4
	4	Map 15
	5	Map 6
	6	Map 9
	7	Map 1
	8	Map 12
	9	Map 5
	10	Map 15
Exit North	1	Map 2
	2	Map 4
	3	Map 12
	4	Map 11
	5	Map 9
	6	Map 10
	7	Map 4
	8	Map 5
	9	Map 13
	10	Map 14
Exit South	1	Map 10
	2	Map 3
	3	Map 5
	4	Map 13
	5	Map 7
	6	Map 10
	7	Map 12
	8	Map 7
	9	Map 1
	10	Map 8

SHADOWS GATHER - ADVENTURE BACKSTORY

A gnome, Ziblis Tinkerer, tracks you down in the village of Thornbrook, pleading for your assistance. He tells a disturbing tale.

Caldarook, an insane wizard who lives several miles from the village, has somehow come into possession of an ancient book of demonic rituals and is planning to perform a ritual tonight to summon a Shadow Demon. If he succeeds, the wizard will command the demon to kill the members of the village council and will enslave the townsfolk to perform his bidding. Ziblis has ventured inside Caldarook's mansion to deliver spell components to the crazy old wizard, and it appears Caldarook has been toying with dark planar magic for some time now, summoning several lesser demons already. The last time he went there was yesterday, and Caldarook, clearly out of his mind, boasted of his plan to the gnome, but promised to spare his life.

"You are valuable to me, Ziblis, so I will spare you," was what he said!" the gnome recalls.

"But then he said, 'I can't promise the same for the rest of your clan though!'"

Ziblis pleads with you to help. "There's no-one else who's up to this task here, sir! They're all off fighting in the armies of Waterdeep or Zhentil Keep!"

Ziblis implores that you journey to Caldarook's dilapidated mansion and stop this ritual, due to take place tonight. "To be honest, I've already sent me friend in there, a halfling who offered to try and help." Ziblis hangs his head. "I doubt he's still alive, but if you do find him, could you bring some token of him back to me? His parents are beside themselves! His name is Kaspher Longleaf." Ziblis, a provider of components to mages, has some Potions of Healing that he had traded for some rare materials recently. He gives you two of these.

Wasting no time, you find a mount and make your way quickly south towards Caldarook's mansion... who knows what horrors await you there...

Go to Entry 1: Arrival at Caldarook's Mansion.



1: Arrival at Caldarook's Mansion.

Following Ziblis's directions, you reach Caldarook's mansion at nightfall. Ziblis gave you a bit of background on the place: apparently, hundreds of years ago it belonged to the mayor of Thornbrook, an eccentric fellow who constructed a network of tunnels beneath it.

Outside it is deserted, and only the moonlight, obscured now and then by ominous black clouds, illuminates any detail. Perhaps you are already too late! Such a forbidding place, but you steel your resolve and stride up to the huge double doors that front the mansion...

Decide whether to proceed with stealth (stealth check) or or check for traps, then turn to the map titled "Entry". Deduct 1 Questability point.

Cautiously you enter, peering around... ahead you see a darkened lobby and a passage leading forward, ending in an east-west junction. The door creaks shut behind you as you move inside, toward whatever fate awaits!

Roll for the Entry map's facets, encounter them, then choose your exit from this location and roll on the location table, following the play sequence to progress you through the game. Good luck!

NOTE: When your Questability reaches 0, go immediately to entry 7. Write that entry number down now.

2:

Written in chalk on the floor of this area are some runes. You peer closely at them, attempting to decipher them.

Do you know Abyssal?

- ◆ If so go to entry 4.
- ◆ If not, you cannot decipher the runes. Proceed to your next location after resolving any other remaining facets.

3:

Your knowledge of magic and the arcane tells you that fell magic has gone on here, and possibly been mismanaged. This room appears like a ritual was performed that went wrong. It's probably not wise to linger here for too long!

Return to SD 3 and read the second text box.

4:

The runes are an invocation to the demon lord Orcus, and contain the entreaty "Oh Prince of Thanatos, I have been a fool in summoning these wretched creatures. Please release their souls, rather than summoning them back to the hellish planes or transforming them into ghouls or shadows. A fool entreats you, O Great One!"

Shaking your head at Caldarook's foolishness at meddling in planar magic, you look at your exits and consider which way you will go from here.

Roll for your next location on the location table.

5:

Peering deep within the orb, you see colours shift and swirl and finally coalesce, into the form of a wizard; Caldarook, you surmise, in this very room. You keep watching as he draws chalk marks on the floor, and you look up from the orb, seeing that the marks he draws within this vision are still here, covering every surface.

Then, you look back at the orb and he is seated on this cushion, and uttering incantations while holding this orb. A demon, huge and forbidding, appears before him, and it takes all your willpower to keep watching, so hideous is the hellish beast. But...

something is wrong... the demon is angry; Caldarook has displeased it somehow. You see Caldarook drop the orb and flee the room in fear. But rather than pursuing, the demon smiles an utterly hideous smile and moves to the orb! It waves its hand over the orb, which begins to glow green, and utters something as it does so. Then, finally, the demon disappears and the vision fades.

Carefully setting down the orb, which now glows with a weird green light, you consider what you should do.

Will you take the orb with you? If so, add "Demon Orb" to your inventory and then return to the location you entered this room from and continue your quest!

6:

Easily clearing the stream, you look back at it, now noticing a bizarre purplish tinge to the water.

To try and discern what this is, make a nature check, DC 12.

- ◆ If you are successful, go to entry 10.
- ◆ Or, if you would rather progress to the next location, then you can move to the location table now and roll as appropriate.

7:

As you make your way into this area, the sound of fell chanting grows louder and louder. It is a kind of gallery, decorated with many paintings of noted mages. Not only that, but detailed depictions of demons and all sorts of abyssal beasts are hanging here too. Exploring the corridors, you find a pair of double doors, and make your way over to them, not even daring to breathe. From the other side, you hear a voice raised in exalted chanting; ominous Abyssal hymns punctuated by what sounds like cracking, splintering stone!

Are you already too late? It sounds like Caldarook's ritual is nearing completion!

Make a stealth check if you wish, DC 10 (as there is a lot of noise – however you don't know the lay of the land on the other side of that door – are they facing the door? No way of telling).

- ◆ *If your stealth check is successful, go to entry 14.*
- ◆ *If unsuccessful, or you do not wish to make a stealth check, go to entry 16.*

8:

If you have already encountered this map, roll again on the location table.

As you descend further into the bowels of the mansion, you hear something you did not expect – running water! Walking on, you see an underground stream which bisects the tunnel. It is wide, about fifteen feet; you will need to make a running jump if you are going to clear it. Or, you could wade through it.

If you have some sort of flying feat (eg: variant tiefling) you can ignore the following check and simply move your token to the other side.

Make an athletics check, DC 14. If you have a staff or some sort of pole that you can use as a vault, add +2 to the roll.

- ◆ *If you are successful, go to entry 6.*
- ◆ *If unsuccessful, go to entry 9.*
- ◆ *If you choose to wade through it, go to entry 9.*

9:

Your foot touches the water, and instantly an unpleasant feeling creeps up your leg, and seemingly into your very soul. You feel soiled... not physically dirty, as much as spiritually tainted. If you have felt the touch of holy water before, this is the absolute opposite of that – unholy water. Due to all the eldritch demonic rites that have taken place here, the water itself has taken on a tainted, unearthly quality.

EFFECT: For the next three locations, all religion checks are taken at disadvantage, and clerics and paladins have a -1 penalty to all spell attacks. If you have holy water, you can use one portion of it now (delete from CS if you only had one portion) to remove this effect.

10:

Your knowledge of nature tells you that this water was once within the realms of nature, but has taken on a tainted, blasphemous quality. It doesn't take much to realize that all the demon worship that has taken place here has turned this stream into what can only be described as unholy water.

You are past the stream now, and may proceed to the next location.

11:

Wiping horrid yellow slime from your blade, you set about climbing out of the pit. The walls are vertical and the only way you can manage this is making handholds with your weapon so you can haul yourself out, but after a little while you manage it, and are standing back on solid ground.

Move to the location table and roll as appropriate.

12

There can be only one explanation why Caldarook would want to destroy all these perfectly-functioning light sources: they would interfere with his demonic rituals in some way. Perhaps the Shadow Demon is averse to light, which would make sense given its name.

You may take whatever you wish from here and then continue on your way.

13

Around a family coat of arms is draped a large golden medallion, set with a semi-precious stone, on the surface of which is carved a symbol – a jet-black dagger. It looks to be valuable.

Make a religion check to see if you know what the symbol is, DC 12. If successful, go to 15. If unsuccessful, you do not know the symbol at all. You may choose to wear the medallion, or stow it in your backpack.

Make an arcana check to see if the medallion is magical, DC 12.

- ◆ *If successful, go to 17.*
- ◆ *If unsuccessful, you cannot tell if it is magical or not. You may choose to wear the medallion, or stow it in your backpack.*

14:

Quietly you slip inside the double doors and move along the wall unnoticed. Before you is a scene that can only be described as other-worldly. A mage stands to the left of the room, arms raised, raising his voice above a din of wind and debris which flies about. His eyes are closed and he does not notice your presence yet. Above his head is a blood-red ball of pure energy, crackling and spinning as if barely tamed. All in all, he looks like a man well out of his depth, and barely in control of the unspeakable forces he is somehow invoking. In the centre of the room a large rune has been painted, a star with a black dagger at the centre, and it emits a strange light which seems to wrap the mage in a dark energy. To the right of this rune, a chasm has opened up in the floor, out of which the most hellish sounds,

moans and deep booming tones are echoing. It is enough to stop the heart! But you are here to stop this madness – now is not the time to quail in fear! Setting your jaw with steely resolve, you prepare to attack!

You may make your first attack with advantage, either ranged or melee. Make your attack roll, taking note of the result, and then proceed to entry 18.

15:

The symbol is that of Rhyxali, Goddess of Shadow Demons! Obviously this is Caldarook's family coat of arms, and this gesture of draping the medallion over it is an attempt to bestow an infernal association on his family name.

Choose whether to keep this medallion (are you wearing it or stowing it in your backpack) or to leave it here, and continue to your next location.



16

Quietly you slip inside the double doors and move along the wall. Before you is a scene that can only be described as other-worldly. A mage stands to the left of the room, arms raised, lifting his voice in a sonorous chant, above a din of wind and flying debris. Above his head is a blood-red ball of pure energy, crackling and spinning as if barely tamed. All

in all, he looks like a man well out of his depth, and barely in control of the unspeakable forces he is somehow invoking. This must be Caldarook.

Suddenly his eyes flicker open. He turns and sees you.

"You!" he yells. "Begone from this place, interloper! The fires of Hell will burn you to ash if you linger here one moment longer, you brazen fool!"

But you will not leave so easily, and seeing that you mean to stop him, Caldarook's jaw clenches in anger. However, he continues with the chanting, as if he means to follow this through to the end!

Caldarook is not attacking you just yet, but you have lost the element of surprise. Make your first attack roll, taking note of the result, and then proceed to entry 18.

17

Taking a moment to sense the arcane in this medallion, it does not take too much effort to discern that it is not magical.

Choose whether to keep this medallion (are you wearing it or stowing it in your backpack) or to leave it here, and continue to your next location.

18

Unleashing your attack, you are shocked to find it stopping just short of the mage, as if slamming into something invisible. Ripples cascade out through the air from the impact point. You have hit some sort of force field, some magical protection that surrounds the mage. He turns to you, eyes blazing with anger, and continues his chanting! Quickly you assess the situation; where your attack hit, it appears there is now a small tear in the force field, outlined by a weird purplish light.

You may make a perception check here, DC 16. If successful, go to Entry 20. If unsuccessful, continue reading below.
(cont. over)

If returning to this entry, read from here:

Roll a d20+5 with advantage.

- ◆ *If the result beats your AC, go to entry 21.*
- ◆ *If it is lower, go to entry 23.*

19:

Finally, the mad mage is dead. You feel a pang of sadness for him; he was obviously a lost soul, driven to insanity by dabbling in the black arts. But, you reason, we all make our choices, and Caldarook made his. Searching the room, you find some interesting artifacts. An eldritch tome of demonic rituals looks very rare and could fetch a high price. The mage also sports a selection of rings on his fingers, and you estimate the worth to be several hundred gold pieces. Pleased with your finds, you gather yourself and prepare to return to Ziblis with the good news.

The tome and the rings are worth 550 gp total. You may trade these in Thornbrook when you return there. You may also pick up the medallion if you tried to use that earlier. But for now, give yourself a hearty pat on the back and proceed to the section titled "Between Adventures."

20:

In the space of a breath, you make the connection between the rune and the force field – the former is generating the latter. That black dagger symbol, you swear you've seen it before, some lesser god or goddess perhaps. But that tear that you made – it seems to suggest that the force field can be destroyed if damaged enough. Or perhaps there might be some other way inside it.

Do you possess a Golden Medallion with a black dagger on it?

- ◆ *If so, and you wish to try using it, go to entry 31.*
- ◆ *If not, or you don't want to attempt to use it, return to entry 18 and continue from where you left off reading.*

21:

Suddenly you feel a hideous pain in your leg, a searing, vicious pain, and you look down to see a small creature materialising... smiling wickedly, a miniature demon, an imp, has its stinger embedded in your leg! You feel the telltale creep of poison in your leg.

“Aha!” Caldarook shouts triumphantly. “Yes Kalkar, yes! Protect the ritual, little one!” The imp used its invisibility to attack you. You must kill it if you are to stop Caldarook!

Take 1d4+3 piercing damage, and then make a DC 11 constitution save. If you fail, take 2d6 poison damage, and half as much on a successful one. Then go to Kalkar Combat Sheet and do battle with this infernal imp!

22:

Caldarook’s voice lifts in exultation as he completes the hymn, and he raises his hands triumphantly. Looking over towards the chasm, you see a towering, horrific shape, with spindly arms and wings etched out in black shadow – the Shadow Demon! The insane mage’s ritual has been successful, and your heart sinks.

Turning tail, you run for the door, Caldarook’s laugh echoing behind you! You have failed in your quest, but at least you are escaping with your life. Doing battle with that demon would be suicide.

You retrace your steps as quickly as you can, and flee the mage’s mansion, hoping you can find the assistance of a more experienced adventurer than yourself... evidently, you weren’t up to the task!

Unfortunately this is where your quest ends. However, nothing is stopping you from giving the quest another try with a different character. That’s the beauty of this style of solo play – every attempt will result in a completely different quest. Thank you for playing *Shadows Gather*, until next time!

23:

You hear a horrible screeching noise, and suddenly before you a miniature demon materialises – an imp! It just tried to attack you with its stinger, but it appears to have missed, and is now screaming in frustration! “Attack, Kalkar!” Caldarook screams. “Don’t let this blundering fool disturb the ritual!” Gritting its teeth, the imp flies at you once more!

Go to Kalkar Combat Sheet and do battle with this hideous little beast!

24

The imp finished, you now advance on the wizard and launch another attack in his direction – but once more, the force field stops it. A tear appears in the crackling energy field, however, and you suspect that you might be able to destroy it!

But will you have time? The sounds from the chasm to the west of the room are growing in intensity, and when you look over there, you see a shimmering in the air, as if a presence is beginning to take shape! Is that the Shadow Demon, entering this world through Caldarook’s diabolic ritual?

The force field surrounding Caldarook now has 24 hp and an AC of 10. Since it is not attacking you, each one of your attacks will be at advantage. You don’t have much time to destroy this force field, but first, do you possess a light source, such as a torch or a lantern?

- ◆ *If you do, go to Entry 30, read that and then return here.*
- ◆ *If you destroy the forcefield in four rounds or less, go to Entry 25.*
- ◆ *If you do not destroy it within four rounds, go to Entry 22.*

You feel your final attack on the force field punch through to the other side – now the mage is unprotected! But he is still absorbed in completing his ritual, and he is almost done!

Caldarook is prepared for your attack, so you will not make it with advantage, but he has used a spell slot (before commencing the ritual) to cast mage armour on himself. Make an attack of your choice vs AC 16.

- ◆ *If successful, go to Entry 26.*
- ◆ *If unsuccessful, go to Entry 27.*

26

Your attack hits the mage squarely, and he screams in pain as you wound him. His chanting falters, and you see the anguish on his face as the sanctity of his ritual comes crashing down.

“Fool!” he roars. “You’ve ruined everything!” The mage drops to his knees then, sobbing. All around you, there is a whooshing sound as infernal energy rushes back into the chasm. The rune fades, and the chasm closes over with a deep boom.

Caldarook is slumped on his knees, utterly dejected.

“Kill me,” he says miserably. “Go on, finish me off. My life is no longer worth living.” It would be no great effort to finish him off now. What will you do?

- ◆ *Will you finish Caldarook off with a blow from your weapon? If so, go to Entry 28.*
- ◆ *Or, will you decide to show mercy? If so, go to Entry 32.*

27

Your attack missed, warded off by the wizard’s magical armour, and now Caldarook has almost completed the hymn. A smile spreads across the mage’s face as he looks at you out of the corner of his eye. Looking towards the chasm, you see the Shadow Demon’s shape shimmering into being – the Abyssal beast is nearly here! Focusing, you ready one more attack on the mage – this one must hit.

Make one final attack on the mage vs AC 16.

- ◆ *If successful, go to entry 26.*
- ◆ *If unsuccessful, go to entry 22.*
- ◆ *If you possess the “Demon Orb” go to entry 29.*

28

With one final devastating blow, you fell the mage, and he collapses to the ground, dead. You feel a pang of sympathy, but you realize he would probably do it again if left to live. In fact, it is a certainty.

Searching the room, you find some interesting artifacts. An eldritch tome of demonic rituals looks very rare and could fetch a high price, but you are almost of a mind to burn it. The mage also sports a selection of rings on his fingers, and you estimate the worth to be several hundred gold pieces. Pleased with your finds, you gather yourself and prepare to return to Ziblis with the good news.

The tome is worth 200 gp and the rings 350 gp total. You may trade these in Thornbrook when you return there. But for now, give yourself a hearty pat on the back and proceed to the section titled “Between Adventures.”

29:

Removing the crystal orb from your backpack, you hold it before the mage. It takes a second for him to notice it, but when he does, the change in his expression is instantaneous. “No! NOOOOOO!!!!” he screams, and you feel energy pulse from the artifact. From the crystal orb a large black shape emerges and engulfs the mage, huge demonic wings wrapping around him. Then, with a sound like a gigantic thunderclap, the mage, the demon and the orb all disappear, and the chasm shuts with a deep, thunderous boom...

...Slowly, all falls silent...

Somehow, you slowly realize, you have succeeded in your quest to stop this ritual! It takes a few moments to sink in, but gradually a smile spreads across your face... you did it! Searching the room, you find an eldritch tome of demonic rituals, which looks very rare and

could fetch a high price. Stowing it in your backpack, you gather yourself and prepare to return to Ziblis with the good news.

The tome is worth 200 gp. You may trade it in Thornbrook when you return there. You may also pick up the medallion if you tried to use that earlier. But for now, give yourself a hearty pat on the back and proceed to the section titled "Between Adventures."

30

As quick as you can, you take out your sources of light and kindle them. Seeing what you are doing, Caldarook screams, "No!!! No light!!! Put it out, you idiot!!!"

It appears the light sources are disturbing the ritual. Given that a *Shadow Demon* is being summoned, this makes sense. You now have six rounds to disable the force field surrounding the mage, as the ritual will now take longer. Return to entry 24 and make your attack!

31:

Thinking that the medallion might have some effect in dispelling the force field, you take it out. Caldarook happens to glance at you in that moment, and his eyes light up. "All glory to the Goddess Rhyxali!" he cries. The medallion suddenly glows red hot, and burns your hand! Crying out in pain, you drop it.

Take 1d4 fire damage from this superficial burn. Then, Roll a d20+5 with advantage.

- ◆ If the result beats your AC, go to entry 21.
- ◆ If it is lower, go to entry 23.

32

"I will not kill you," you say. "You must face justice for what you have done."

For a long moment, the mage stays where he is, head hanging, slumped on his knees. Then, slowly, a laugh begins, from deep within his gut. He is soon laughing uproariously, and then suddenly stops dead and looks you directly in the eye.

"If there is one thing I cannot stomach," he growls. "It is weakness. If you will not finish me, I will finish YOU!"

Standing, he roars with rage and moves his hands, conjuring some spell that is meant to finish you off!

Go to Caldarook Combat Sheet and finish this!

SECRET DOOR ENTRIES

SD 1: Library

*A stone panel in the wall slides sideways, revealing a large library, full of tomes of all sizes. Candles burn in alcoves around the walls and room is well illuminated. Quickly perusing the shelves, one volume in particular stands out: *Librix Demonix: An Index of Denizens of the Hellish Planes*. Quickly thumbing through its pages, you find the entry for *Shadow Demon*, where you learn that *Shadow Demons* are averse to bright light! You stow this tome (add to your inventory) and quickly leave the room, anxious to find Caldarook before the *Shadow Demon* is summoned!*

Return to the Map where you found the secret door.

SD2: Dungeon Cell

Manipulating a cleverly-hidden mechanism, you are still taken aback when a large stone slab slides upward into the wall above. Peering inside, you see a dejected halfling slumped against the wall. Seeing you he jumps to his feet. "I knew someone would come eventually! Did Ziblis send you? Good old Ziblis, I knew he wouldn't leave me here!" This exuberant halfling introduces himself as Kasper Longleaf, friend of Ziblis Tinkerer and would-be adventurer.

"Caldarook discovered me in these tunnels some days ago," he says, "and threw me in here. He was going to set his Imp on me – horrid little thing it is – but he spared me, saying he was saving me for a demonic sacrifice! So seeing you is quite a relief,

friend!"

Exiting the secret cell, Kaspher locates his weapon (a warhammer) and his armour (chain mail) in the next room.

Kaspher does not need any convincing to aid you in your quest. He wants revenge on Caldarook for his ill treatment, and expresses his firm conviction that "that mad old crone has no clue what he's messing about with!"

Kaspher will accompany you for the rest of the adventure (no amount of insisting on your part will convince him otherwise), and assist you in combat encounters. He shows you his silver dagger – a family heirloom, which may prove useful if you face any demons! You can find his NPC sheet amongst the combat sheets.

SD 3: Rune Room

As you move past a section of the wall here, you notice something different about it, easy to miss; the wall seems to flicker, as if made of some malleable material. On a whim, you touch it, and your hand goes straight through. Taking a deep breath, you mutter to yourself, "No guts no glory!" and step through to the other side.

Looking around the space you are now in, you initially think that this room could be where the ritual is taking place. Eldritch runes, indecipherable, cover every surface, and looking up you see a strange green lightning crackling and shooting across the ceiling, like some sort of bizarre fireworks display.

To try and discern what is going on in this room, you could make an arcana check, DC 11. If successful, go to entry 3.

If unsuccessful, you give up trying to discern the room's purpose and explore further. Read the following.

Amongst the endless runic inscriptions, you notice a chalk circle on the floor in the far corner. In the middle is a cushion, as if for someone to sit on, and before it a small bookstand, such as monks use to read scripture within a temple. Except there is no book on this stand, but a small crystal orb instead.

To examine the orb, go to entry 5.

Or, you could leave this room and continue your quest, in which case return to the location you entered this room from and roll for your next location.

SD 4: Potions Room

You clearly see an outline in the wall, and searching around the outside find a mechanism to operate it. Triggering this, you hear a click and a small door releases.

You move through the door and find yourself inside a circular room, lined with shelves stocked with tinctures, oils, spell components of all descriptions, and on a table in the centre of the room a collection of beakers, tubes and alchemist's equipment.

You are pleasantly surprised to find a number of potions also, but soon realize only two of these will be of any use to you. In a tall, blown glass bottle in the shape of a dryad is a potion with the label "Potion of Invulnerability." And on the opposite side of the room in a plain bottle is a "Potion of Healing". Two good finds!

Pleased with these discoveries, you stow the potions in your backpack and continue to your next location.

TRAP ENTRIES

T1: Poison Dart

Did you search for traps? If so, check your perception / investigation roll. The DC to find the glyph is 10. The DC to passively notice it (match against your passive perception) is 11. Roll a d6 to determine where the trap is situated.

AVOID: If noticed, the trap can be avoided at will. It is triggered by a pressure plate in the floor which is easily seen by a trained eye.

T2: Pitfall Trap

A DC 10 investigation or perception check reveals the trap, which is a canvas covered with dirt, stretched tautly across a 10 ft area. If you see it, you will be able to avoid it.

If you failed the check, or did not check for traps, the DC to passively notice it is 12. Otherwise, you step on the canvas and feel the ground giving way.

A DC 12 dex save allows you to either step back or grab the edge of the pit, avoiding the fall. If you do fall in, take 1d6 fall damage, then read below:

Lying there in the bottom of the pit, winded, you suddenly notice movement out of the corner of your eye. A giant wolf spider has crawled down into the pit in hopes of an easy meal and is moving quickly towards you!

Go to Giant Wolf Spider Combat Sheet.

T3: Swinging Blade

Did you search for traps? If so, check your perception / investigation roll. The DC to find the trap (triggered by a pressure plate) is 12.

The DC to passively notice it is 14.

If you trigger the trap, make a dex save, DC 12. A failed save results in 2d6 slashing damage.

T4: Spell Glyph – Fire Bolt

Did you search for traps? If so, check your perception / investigation roll. The DC to find the glyph is 16. The DC to passively notice it (match against your passive perception) is 18.

You can avoid the glyph by choosing a different route through the location (no check required). If you did not find the glyph, resolve the effects as below.

Roll a d20. If the result is higher than your AC, a searing firebolt rips into your flesh, inflicting 1d10 fire damage.

BETWEEN ADVENTURES:

The village of Thornbrook

Take 300 xp for the successful completion of this quest.

Ziblis Tinkerer welcomes you back to town with open arms. (If you managed to rescue Kaspher Longleaf, Ziblis greets the plucky halfling with open arms).

Ziblis looks you up and down. “My friend!”

What a hero! What courage! These poor fools will never know how lucky they are that you

saved them. Come, let me buy you an ale! Now Thornbrook is safe from demons. I can return to my burrow now, safe and content with my feet up by the fire.”

Not twelve miles from Nathlekh City, the village of Thornbrook boasts a general trading shop where items can be exchanged, a small armourer’s, a weapons shop and a local wizard named Neemus Woodward who runs a nice little trade in potions and charms. You will find tables listing their goods at the end of the tables section, below. You may sell your loot and equip yourself with various items available from any of the shops in Thornbrook.

There is a process for haggling both for items you wish to sell and items you wish to buy.

You can make a persuasion check to do both.

The DC differs for each merchant, but if you are successful you can get yourself a 10% discount.

At the village inn, you purchase a hearty meal of stew and bread and rest yourself for several days while your wounds heal. Deduct 15 gold from your inventory for your accomodation and food costs while in Thornbrook.

Recover all hp and spell slots, and prepare for your next quest!



SHADOWS GATHER

TABLES

CLUE TABLE (D4 roll) Reroll for repeats.

ROLL	CLUE	EFFECT
1	A piece of graffiti on the wall proclaims "Kaspher was here!" You remember Ziblis's words about his halfling friend, and wonder where he could be. As you move, you start softly calling his name every now and then, listening for a response.	Eventually you get a response from beyond the wall! The next time you encounter a secret room, go straight to Entry SD 2.
2	You hear a loud, booming noise, coming from... over there... and a voice invoking a fell chant. Caldarook's ritual can't be far away! You must hurry - If you don't act quickly, it could be too late!	Take no more short rests, but deduct one from your Questability and you have automatic success on stealth checks before the final encounter.
3	You find a small notebook which appears to be a list of spell components, a shopping list of sorts (which Ziblis probably filled).	If you are a spellcaster, make an arcana check, DC 11. If successful, you recognize which spells require these components. If you ever face Caldarook, you will have advantage on all saving throws vs magic.
4	You find a crate with the words "to destroy" written on the outside. Cracking it open, you see that it contains 2 torches, 2 lanterns, a tinderbox, candles... all methods of creating illumination. How strange...	Make an intelligence check, DC 12. If successful, go to Entry 12. If unsuccessful, you may take whatever you wish from this box and continue on your way.

ENEMY TABLE (D10 roll) Reroll for repeats.

ROLL	RESULT	NUMBER
1-3	Gremlins	Roll 1d4. 1-2 = 1 gremlin 3-4 = 2 gremlins
4-6	Manes Demon	1 d4-2 per PC (minimum 1)
7-8	Dretch	2
9-10	Quasit	1

LOOT SOURCE (D6 roll) Reroll for repeats.

Roll	Result	Entry
1-2	Lying about	Table L1
3-4	Artefact	Table L2
5-6	Chest or casket	Table L3

L1: LOOT LYING ABOUT (D8 roll)

Roll	Result	Worth
1-2	3d20 Gold Pieces in a pouch	3d20 gp
3-4	Gold-framed hand mirror	25 gp
5-6	Portrait of a noted mage	150 gp
7-8	2 garnet gemstones	200 gp each

L2: ARTEFACT

Roll	Result	Worth
1-2	On a small table, a small decanter of healing potion (one dose)	75 gp
3-4	A golden medallion with the symbol of a jet black dagger on it. This is draped over a family coat of arms. (see Entry 13)	200 gp
5-6	In an alcove, a brass mug with jade inlay. It is also filled with 23 sp, 14 cp and 5 gp. Looks like a change jar.	250 gp
7-8	Hanging on the wall, a painted gold war mask	350 gp

L3: CHEST OR CASKET (D8 roll)

Roll	Result	Worth
1-2	5d20 Gold Pieces	5d20 gp
3-4	Set of thieves' tools, gold plated, very ornate	100 gp
5-6	Warlock's arcane focus, encrusted with blood but inlaid with gems	250 gp
7-8	In a small jewellery box, a pouch of pearls.	400 gp

RANDOM EVENT TIMING TABLE (D6)	
Roll	Timing
1-2	Event happens as you enter location.
3-4	Event happens while you are in the middle of a combat encounter, or after you have resolved trap effects if there is no combat encounter.
5-6	Event happens as you are leaving location.

RANDOM EVENTS (note on your character sheet) reroll for repeats		
D8 Roll	Event	Effect
1	A horrendous smell reaches your nose.	Con save, DC 11. The smell makes you violently ill. Each time you enter a new location, make a con save. Until you make the save, movement is reduced by 5 ft per round and -1 penalty to all attack rolls.
2	You hear someone yelling out "Help!" from nearby. It sounds like they are behind a wall.	It sounds as if there is a prisoner being tortured in a cell somewhere. Next time you succeed on an SD roll, go immediately to entry SD2.
3	A strange mist descends over the area.	If this happens during a combat encounter, you may escape the encounter instantly by moving to a new location.
4	The earth jolts violently, as if by some unseen, spectral force.	The very fabric of reality is shifting! Add 1 point to your Questability.
5	The air becomes intensely, unnaturally hot.	The denizens of hell are nearby! The next time you roll for enemies, add 1 to the roll.
6	You feel a divine peace descend over you.	You are doing the work of the Gods in stopping this demonic ritual, and they grant you their benediction. Take an inspiration point.
7-8	NPC	You encounter the NPC Kaspher Longleaf. He tells you he has just managed to escape from a cell where he was imprisoned. Go to his NPC sheet (after combat sheets).

SECRET DOOR (SD) TABLE (D8 roll) Reroll for repeats.		
Roll	Result	Entry
1-2	Library	SD 1
3-4	Dungeon Cell	SD 2
5-6	Rune room	SD 3
7-8	Potions room	SD 4

TRAP TABLE (D8 roll) Reroll for repeats. Roll on location table (below)

Roll	Result	Entry
1-2	Poison Dart	T1
3-4	Pitfall	T2
5-6	Swinging Blade	T3
7-8	Spell Glyph: Fire Bolt	T4

TRAP LOCATION TABLE (D6)

Roll	Location	Effect
1-2	Your entry point to this location.	Any enemies get one free attack with advantage at beginning of encounter.
3-4	The middle of the location.	Encounter during any enemy encounter, 1d4 rounds into the battle.
5-6	At the exit point from this location.	Encounter as you are leaving, after enemy encounter.

THORNBROOK MERCHANTS

GENERAL STORE: ALETH'S SUNDRIES AND PAWNSHOP

Aleth is a local wheeler-dealer who will buy your looted goods. His shop is a bit dingy but well-stocked, with many items looking like they've been there for decades. Hence, he is open to a bargain, but will attempt to give you as little as possible for your items.

To sell: A successful persuasion check (DC 16) will get you 10% added to the price paid for your item.

To buy: A successful persuasion check (DC 12) will get you a 10% discount for items purchased.

Aleth has a lot of junk. Here are some items that you might find useful.

Item	Cost	Effect
Rope & Grappling Hook	10 gp	+4 to athletics checks when climbing.
Empty glass vials (set of 3)	5 gp	Will allow you to collect liquids.
Healer's Kit	15 gp	Will allow you to stabilize a creature without needing to make a medicine check. (3 uses)
Torches	1 sp each	Useful for non-darkvision characters.
Tinderbox	5 sp	For lighting torches and fires

Poison, Blue Nightshade	200 gp	Con save (DC 16) or take 5d6 poison damage. Can be coated on weapons. Good for 2 uses (successful hits).
Provisions	1 gp per portion	Keep yourself fed.
Bolt cutters	6 gp	Could be useful. Or not.
Earplugs	3 sp	Protection against sonic attacks. Also will help you to get a good night's sleep if you're with a snorer!

EVERYDAY ELIXIRS (Potion shop, run by the wizard Neemus)

To buy: A successful persuasion check (DC 14) will get you a 10% discount for items purchased.

Item	Cost
Healing Potion	150 gp
Potion of Hill Giant Strength	200 gp
Potion of Psychic Resistance	300 gp
Potion of Fire Breath	400 gp
Potion of Mind Reading	250 gp

ANVIL OF GRUUMSH

A weapons shop run by a half-orc named Takmol. He is fairly amiable, and a persuasion check at DC 10 will get you a 15% discount (PHB listed price). He stocks all weapons from the PHB weapons list, except weapons with the **heavy** or **special** quality. The only ranged weapons he stocks are longbows and heavy crossbows.

ALANAR'S ARMOURY

Alanar is a skinny female elf who runs a small armoury. Prices as listed below. She is not open to haggling and is a little officious. The store, although small, is tidy and well-lit, and the armour is of the highest quality. She will make suits for smaller people such as halflings and dwarves, but needs a days' notice to do so. She will also buy old armour at half the price listed in the PHB.

ITEM	PRICE
Padded Armour	10 gp
Chain Mail	50 gp
Scale Mail	120 gp
Splint Mail	200 gp
Shield	25 gp
Half plate	800 gp

SHADOWS GATHER: COMBAT SHEETS

COMBAT SHEET: GREMLIN

GREMLIN

Small Humanoid, CN or CE

Armour Class 13

Hit Points 7

Speed 30 ft.

STR

7 (-2)

DEX

16 (+3)

CON

8 (-1)

INT

10 (+0)

WIS

10 (+0)

CHA

12 (+1)

Saving Throws Dex +5

Skills Acrobatics +5, Deception +3, Stealth +5

Senses Passive Perception 10

Languages Common, Gremlin

Messy Mischief Maker The gremlin has scattered all manner of books, trinkets, debris, worthless objects about the floor.

ATTACKS

(The gremlin makes 1 bite or two claw attacks).

Bite *Melee Weapon attack:* +0, Reach 5ft, one target. *Hit:* 1d6-2 piercing damage +1d4 poison damage. DC 9 Con save halves the poison damage.

Claws *Melee Weapon attack:* +0, Reach 5ft, one target. *Hit:* 1d4-2 slashing damage. The gremlin makes two claw attacks.



The gremlin, screeching like some possessed fiend, jumps at your head, swinging its sharp claws at you.

TACTICS & NOTES

1. Spawn each gremlin 1d6 squares from your token in any direction. Roll initiative
2. Roll d4 to determine whether the gremlin uses bite (1-2) or claws (3-4) for its attack.
3. If the gremlin has any movement left after its attack, it uses it to get as far away from you as possible.
4. Everytime you move, make a dex check. On a result of 1-5 you trip on any one of the multitude of objects the gremlin has spread around this area. Subtract 10 ft from your movement for that turn.
5. If there are any random events in this room, they will happen during this combat encounter.
6. If victorious, proceed to your next location.

COMBAT SHEET: MANES DEMON

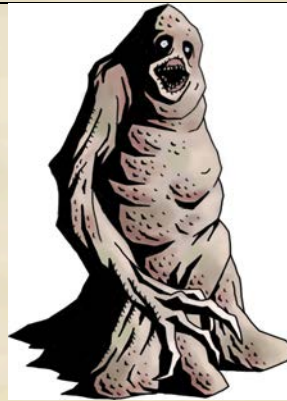
MANES

Small Fiend, CE

Armour Class 9

Hit Points 9

Speed 20 ft.



The small demon waddles towards you, gurgling and making horrible noises... Caldarook has surely been toying with magic beyond his purview in summoning this wretched beast here!

STR

10 (+0)

DEX

9 (-1)

CON

13 (+1)

INT

3 (-4)

WIS

8 (-1)

CHA

4 (-3)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft, passive perception 9

Languages understands Abyssal but can't speak

CR 1/8 (25 XP)

ATTACKS

Claws *Melee Weapon attack:* +2, Reach 5ft, one target. *Hit:* 2d4 slashing damage.

TACTICS & NOTES

1. Spawn each Manes 1d6 squares from your token in any direction. Roll initiative.
2. The manes will attempt to flank you if there is more than one.
3. You notice that the pathetic demons are slow. If you have ranged attacks it should be no trouble to stay out of their reach and finish them off. But if one is within 20 ft of you, It will move straight for you to attack.
4. Every time you kill a Manes, it transforms into a cloud of reeking vapour which fills the room. Make a con check, DC 12. If you fail, your next attack is with disadvantage.
5. When you have destroyed all the Manes demons, go to entry 2.

COMBAT SHEET: GIANT WOLF SPIDER

GIANT WOLF SPIDER

Medium Beast, Unaligned

Armour Class 13

Hit Points 11

Speed 40 ft., climb 40 ft.

STR

12 (+1)

DEX

16 (+3)

CON

13 (+1)

INT

3 (-4)

WIS

12 (+1)

CHA

4 (-3)

Skills Perception +3, Stealth +7

Senses Blindsight 10 ft,
darkvision 60 ft, PP 13

ATTACKS

Bite *Melee weapon attack*, +3 to hit, reach 5 ft. *Hit* 1d6+1 piercing damage and the target must make a DC 11 cons save, taking 2d6 poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.



The spider, obviously starved, rushes you, barely giving time to prepare an attack!

TACTICS & NOTES (USE MAP 17)

1. Place tokens. G: Giant Wolf Spider. PC: You. Roll initiative.
2. The spider moves straight in for the kill. The pit widens at the bottom, but as there is not much room, combat is fairly straightforward.

◆ *If you are victorious, turn to Entry 11.*

COMBAT SHEET: DRETCH

DRETCH

Small Fiend, CE

Armour Class 11

Hit Points 18

Speed 20 ft.

STR

11 (+0)

DEX

11 (+0)

CON

12 (+1)

INT

5 (-3)

WIS

8 (-1)

CHA

3 (-4)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft, passive perception 9

Languages Abyssal, telepathy 60 ft (only with other Abyssal speakers)

ATTACKS

Multiattack The dretch makes two attacks – one bite, one claws.

Bite *Melee Weapon attack:* +2, Reach 5ft, one target. 1d6 piercing damage

Claws *Melee Weapon attack:* +2, Reach 5ft, one target, 2d4 slashing damage.

Fetid Cloud (1/day) A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature starting its turn in that area must succeed on a DC 11 Constitution saving throw or be Poisoned until the start of its next turn. While Poisoned in this way, the target can take either an action or a Bonus Action on its turn, not both, and can't take reactions.



This demon reeks! Gnashing and loping towards you, it lifts its ungainly claws to attack!

TACTICS & NOTES

1. Spawn each dretch 1d6 squares from your token in any direction. Roll initiative.
2. The dretch will immediately emit its fetid cloud on its first turn, and will attack on the round after that.
3. If there is more than one, they will constantly try to flank you, and will do their utmost to make sure you are not out of their range, cornering you if they can.
4. When you have destroyed all the dretches, resolve the remaining facets in your location then proceed to your next location.

COMBAT SHEET: QUASIT

QUASIT

Tiny Fiend, CE

Armour Class 13

Hit Points 7

Speed 40 ft.

STR

5 (-3)

DEX

17 (+3)

CON

10 (+0)

INT

7 (-2)

WIS

10 (+0)

CHA

10 (+0)

Skills Stealth +5

Damage Resistances Cold, Fire, Lightning, non-magic weapons

Damage Immunities Poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft, passive perception 10

Languages Abyssal, Common

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

ATTACKS

Claws *Melee Weapon attack:* +4, 4each 5ft, one target Hit: 1d4+3 piercing damage and target must make a DC 10 con save or take 2d4 poison damage and become poisoned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on a success.

Scare One creature of the quasit's choice within 20 ft of it must make a DC 10 wis save or be frightened for 1 minute. The target can repeat the save at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on a success.

Invisibility The quasit magically turns invisible until it attacks or uses scare or until its concentration ends.



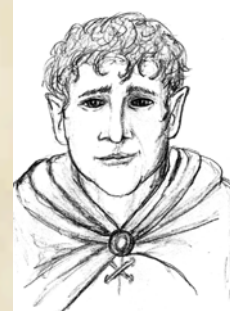
This tiny demon screeches as it flies at you!

TACTICS & NOTES

1. Spawn the quasit 1d8 squares from your token in any direction. Roll initiative.
2. The quasit is fast and initially invisible. It makes its first attack as a surprise attack with advantage, as you can't see it. As soon as it makes this attack, it becomes visible.
3. Note the resistance to non-magical weapons. If the quasit drops to 3 hp or lower, it employs its scare feat, attempting to frighten you.
4. If you defeat the quasit, you can fossick around and you will find loot stolen from its previous victims. Roll once on the L1 table to see what you have found.
5. When you have finished this encounter, resolve the rest of this location's facets and then proceed to the next location.

KASPER LONGLEAF (NPC)

Male Halfling Fighter, Level 1, LG



Armour Class 16 (Chain mail)

Hit Points 12 (1d10+2)

Speed 25 ft.

STR 15 (+2)	DEX 15 (+2)	CON 15 (+2)
INT 8 (-1)	WIS 12 (+1)	CHA 10 (+0)

Senses Passive Perception 11

Skills Animal handling +3, Athletics +4, Insight +3, Survival +3

Languages Common, Halfling

Fighting style: Protection When a creature you can see attacks a target other than you that is within 5 ft of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Action Surge Extra action in turn, once between short rests

Second Wind Regain 1d10+2 h.p.

Halfling Luck Reroll 1s on d20s

Stout Resilience vs. Poison

ACTIONS

Warhammer *Melee weapon attack*, +4 to hit, 1d10+2 bludgeoning damage.

Silver dagger *Melee / ranged weapon attack*, +4 to hit, 1d4+2 piercing damage.

COMBAT SHEET: CALDAROOK

CALDAROOK

Wizard, CE

Armour Class 13

Hit Points 11

Speed 40 ft., climb 40 ft.

STR

12 (+1)

DEX

16 (+3)

CON

13 (+1)

INT

(13+1)

WIS

12 (+1)

CHA

4 (-3)

Skills Arcana +5, Deception +2

Senses PP 11

Spellcasting 1st level caster.
Spell attack mod +5, Spell save DC 13.

Cantrips: Minor illusion,
Prestidigitation, Ray of Frost

Prepared Spells (L1, 2 Slots):
Mage Armour, Ray of Sickness,
Detect Magic, Charm Person

ATTACKS

Quarterstaff *Melee weapon attack*, +1 to hit, reach 5 ft. *Hit* 1d6+1 bludgeoning damage

Ray of Frost *Ranged Spell attack* +5 to hit, range 60 ft, one target. *Hit* 1d8 cold damage and target's speed reduced by 10 feet for one round.



Absorbed in the ritual, Caldarook is not attacking you just yet. You merely pose an annoyance to him. However, as you move towards him, you see another shape begin to materialize to his right...

COMBAT NOTES (Use Map 16)

1. Place Caldarook's token (marked with a C), then place yours where you choose, within 30 ft. Roll initiative
2. The desperate mage attacks with Ray of Sickness first, using his final spell slot (he used the first one to cast Mage Armour on himself, but this has now ended). Ray of Sickness: +5 to hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, target is poisoned until the end of next turn.
3. After this, Caldarook will attack with Ray of Frost. He moves away from you to make this attack. If you are within melee, this will provoke an attack of opportunity.

◆ *If you are victorious, turn to Entry 19.*

COMBAT SHEET: KALKAR

KALKAR (IMP)

Tiny fiend, LE

Armour Class 13

Hit Points 10

Speed 20 ft., fly 40 ft

STR

6 (-2)

DEX

17 (+3)

CON

13 (+1)

INT

11 (+0)

WIS

12 (+1)

CHA

14 (+2)

Senses darkvision 120 ft, passive perception 11

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold, damage from non-magical / non-silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Languages Common, Infernal

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

ATTACKS

Sting *Melee weapon attack*, +5 to hit, reach 5ft, 1d4+3 piercing damage, and the target must make a DC 11 con save, taking 2d6 poison damage on a failed save, or half as much damage on a successful one.

Invisibility The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).



The little fiend flits through the air, its tail whipping about as it looks for an opening in your defences.

TACTICS & NOTES (USE MAP 16)

1. Place Kalkar's token one square north of Caldarook's token (marked with a C), then place yours somewhere adjacent. Roll initiative.
2. If the imp falls to 5 hp or below, it uses an action to turn invisible. All attacks on the imp will be at disadvantage, and it will remain invisible until you either hit it, or until it attacks you. If Kasper is with you, roll a d4 to determine who it attacks. 1-2=you, 3-4=Kasper.
3. Note the imp's resistances and immunities. If Kasper is with you, he can use his silver dagger to inflict full damage on the imp.

◆ *If you are victorious, turn to Entry 24.*



LOCATION TABLE: Deduct 1 Questability for each new location.

EXIT CHOICE (from current location)	D10 ROLL	NEXT MAP
Exit West	1	Map 15
	2	Map 5
	3	Map 10
	4	Map 7
	5	Map 8
	6	Map 9
	7	Map 6
	8	Map 11
	9	Map 3
	10	Map 16
Exit East	1	Map 12
	2	Map 4
	3	Map 13
	4	Map 6
	5	Map 7
	6	Map 10
	7	Map 11
	8	Map 1
	9	Map 5
	10	Map 15
Exit North	1	Map 10
	2	Map 3
	3	Map 14
	4	Map 6
	5	Map 17
	6	Map 9
	7	Map 2
	8	Map 15
	9	Map 13
	10	Map 14
Exit South	1	Map 17
	2	Map 14
	3	Map 3
	4	Map 7
	5	Map 1
	6	Map 12
	7	Map 13
	8	Map 2
	9	Map 15
	10	Map 16

BRAIN DEAD - ADVENTURE BACKSTORY

Journeying along the Dragon Coast, you reach the free port city of Westgate. Sitting on the southern coast of the Sea of Fallen Stars, Westgate has a reputation as a centre of crime and corruption, perhaps one of the worst in all Faerun. You wonder what sort of trouble you can get yourself into here! A friend told you that the Mercenary's Guild of Westgate always has work for travelling adventurers, and so you enter the squalid city and start searching it out.

It takes about an hour of asking around to get directions, and another hour's walking to find the Guild. Wedged between an inn and a tailor's, the Guild headquarters is a well-constructed old stone building that looks slightly out of place. Ascending the stairs to the entrance, you reach the door but then move aside for a group who are coming out. A stout dwarf, an elf and a well-built human warrior are escorting a wizard out of the building as if he were a child.

"Come on, Thormos. We'll get you back to our lodgings, and then see about a healer..." The wizard's mouth hangs open and drool hangs from his lip. He looks either out of his mind on some potent drug, or like he has suffered a horrific head injury.

"What's wrong with him?" you enquire.

"Went down into the catacombs," the dwarf replies. *"Came back like this. No idea what's wrong with him."* The group then escort the poor wizard down the steps and off down the street.

You turn and enter the Guild. All manner of characters walk to and fro between various rooms, alone and in pairs. This is a place of much commerce, and you are just wondering where to start when a poster tacked to the wall catches your eye.

WANTED

Brave souls to journey down into Westgate's Catacombs to investigate a recent disturbance. Prominent archaeologist Foates Farnbrough

departed two weeks ago on an expedition to map the twisting Catacombs, and returned a changed man. He journeyed home and, unexpectedly, murdered his entire family. Foates was imprisoned, but had no remorse or knowledge of what he had done. Indeed, it seemed as if the former man had departed. Physicians examined him and found him healthy in body, but spiritually and emotionally bereft. His mind was gone, or at least not within his control.

The King's mage, Aylma Silverhair, subsequently ventured into the ancient Catacombs to unravel the mystery, but she has disappeared, never to be seen again. Whatever has befallen her, we hope she has not suffered the same affliction as Foates the archaeologist. Several others have been apprehended, walking the streets of Westgate in a daze and committing random acts of senseless violence. A brave adventurer (or adventurers) is required to get to the bottom of this. The Guild will provide a skilled mage to cast mind protection spells and assist in destroying this threat. Recognizing the great risk that such a challenge poses, a reward of 750 gold pieces is offered. If you wish to take on this quest, please enquire at the main office.

"I'd leave that job well alone if I was you, friend!" comes a comment from behind you. You turn in time to see a female elf exiting the front door. *"If you value your mind, that is!"* But you are never one to shy away from a quest, and you take yourself to the main office.

"I'll go down into the Catacombs," you tell the elderly clerk. *"Where is this mage you speak of?"*

A runner is sent, and an hour later a tall, young mage appears. He wears a serious expression and looks you up and down.

"Are you sure you're up to this?"

You scoff at his doubt, ignoring the question.

"Ready to leave now?" you ask him.

Go to Entry 1.

Entry 1: Into The Catacombs (Go to Map: Entry)

The young mage accompanying you introduces himself as Arkmanchael Jarothed. "Just Jaro for short, though," he adds. "I'm from the Hordelands, far east Faerun," he explains when you ask where his accent is from. "Westgate is a corrupt city. But there's work here for a mage, wherever you look. That is, if you're prepared to... relax your morals somewhat."

Jaro leads you through the city to the main industrial area, and then to a large storm drain that sits on the side of the street. "The Catacombs are accessed here," he says. "They link to the sewer system, but they are much, much older... thousands of years old. Some parts are newer, some parts ancient beyond memory."

As Jaro gives you this history lesson, the two of you begin descending into the Catacombs. "They stretch under the city in all directions," he continues. "Rich and poor are buried down here, and all sorts of creatures lurk... some say it's even connected to the Underdark, deep down."

You descend for some time, then finally emerge in a tunnel. Jaro kindles a torch, and as it flickers into flame the light reveals a smooth-floored, well-maintained passage. You are facing west, and at the end of this passage you see a T-junction - a passage running north-south. Making your way to it, you see that both directions lead to a staircase descending even further beneath the city.

Jaro will accompany you throughout this adventure (unless he dies) and will aid you in combat. Despite your short time together, you have endeared yourself to him. Unless otherwise stated, he follows your lead and your chosen courses of action. His personal code of honour dictates that he will die protecting you in combat. If there is a question as to who an enemy is attacking between you and Jaro, roll a d4. 1-2=you, 3-4=Jaro.

Jaro also carries two healing potions which you can both use (your discretion) if you get low on hit points. When making skill checks,

you can choose the highest skill modifier between you and Jaro for the roll. Saving throws will need to be made by both of you. Basically, control Jaro as if he were your own PC, and spawn him where you think is appropriate when you enter new locations. Choose which direction you are heading from this entry map - north or south - and then roll on the location table! Don't forget to deduct one Questability point for every map, starting with the next location.

NOTES: When your Questability reaches 0, go immediately to entry 11. Write that entry number down now. This room also includes maps with dedicated entries. If you roll one of these twice during the same quest, reroll for another location on the location table.

2: Deduct 1 Questability point as normal.

The musty smell of ancient graves fills the tunnels in this area. Creeping cautiously forward, you peer through an open doorway into an elaborate tomb. A plaque beside the entrance informs you that this is 'The final resting place of the Zundris family, nobles of Westgate. 1154 DR.'

This tomb is over three hundred years old. A tomb of nobles - if it hasn't already been looted, there could be some valuable artifacts kept in here.

- ◆ *Do you want to examine the interior of this tomb? If so, go to entry 12.*
- ◆ *If you would rather not disturb the eternal peace of the dead, go to entry 13.*

3: Deduct 1 Questability point as normal.

You reach an area of passage that has been widened, and someone has set up altars to three gods - Lathander, Bane and Lolth are represented here. What an odd combination! Why would these gods have been placed together in this way?

If you like, you can attempt to pray to one of these Gods for a blessing. Choose one of the

idols to pray to, and then make a religion check, DC 14. If successful, you can check what boon you gained by going to one of the options below. If unsuccessful, continue to your next location.

- ◆ *If you prayed to Lathander, go to 73.*
- ◆ *If you prayed to Bane, go to 28.*
- ◆ *If you prayed to Lolth, go to 78.*

4: Deduct 1 Questability point as normal.

Entering this room, you see it is filled with crates stacked high. There is a noise coming from the other side of those crates, a rustling sound. You listen closely, trying to discern what might be making it.

Make a perception check, DC 12.

- ◆ *If successful, go to 113.*
- ◆ *If unsuccessful, go to 53.*

5: Deduct 1 Questability point as normal.

Entering this cavern, you see that it has been recently inhabited. On the southern side is the remains of a campfire, still smouldering, and adventuring gear is lying about the place. There are packs, all in good order, containing the following equipment: 50 ft of rope, 2 tinderboxes, oil, hammer and pitons, pouches full of teeth, caskets containing eggs of all sizes, and a large canteen. On inspection, you find the canteen is full of egg yolk, from what creature you do not know. There are also piles of animal droppings in various places around the room, and the room carries a reek that assails your nostrils.

What happened here? It seems as if this campsite was only recently deserted, but you are not sure who – or what – was camping here.

Choose from nature, survival or perception to discern more information about this area.

Make a check then refer below.

- ◆ *If you score 1-11, go to 60.*
- ◆ *If you score 12 or above, go to 63B.*

6: Deduct 1 Questability point as normal.

The smell in this area turns your stomach, and as you approach this series of circular rooms you see shimmering, sunken pools in the middle of each one. It is a strange mix of tunnels that you have journeyed through so far. Catacombs where recesses in the walls hold caskets, mixed with underground streams and pools of horrible, sludgy liquid. Why the dead would choose such a place as this for their final rest is a mystery to you.

You continue forward, and as you move around the walkway that borders each circular pool you fancy that you see ripples on the surface of the murky water. The smell tells you that these pools are perhaps some sort of sewage processing operation. The water has a greenish quality and isn't completely putrescent, but you certainly won't be taking a dip in it any time soon.

As you move into yet another circular room, to your horror you see the surface of the water move: something is down there!

Moving to the water's edge, you see something beginning to rise from the water: a sword! Then, a hand holding it, and suddenly, rising from the water, an undead warrior, wearing a horned helmet! The horrid creature emits a low, guttural growl and begins striding across the water towards you, as if suspended on its surface. Then you realize, the water is actually quite shallow...

It will not take long before the creature is upon you. What will you do?

- ◆ *To attempt to flee this place, go to 56.*
- ◆ *To stand your ground and fight, go to 109.*
- ◆ *If you are a cleric, you could use your Turn Undead ability. Go to 120.*

7: Deduct 1 Questability point as normal.

As you enter this area, a sickening feeling overcomes you, and you instantly feel like fleeing, like you shouldn't be here. Looking left and right, you see crude alcoves dug out of the wall and small caskets resting within them - the remains of children?

"Why have you come?" a child's voice resonates in your head. "You have disturbed the sanctity of my restless slumber, and now you will suffer the consequences!"

Nightmarish visions begin to crowd in on you, images of your worst fears! With the small part of your conscious brain that still remains, you realize that you must have triggered some ancient curse that is in place here.

Make a wisdom saving throw, DC 12.

- ◆ *If you are successful, go to 127.*
- ◆ *If unsuccessful, go to 117.*

8: Deduct 1 Questability point as normal.

Advancing up this stretch of passage, your senses are assailed by stench more foul than any you have encountered so far. The smell of death reaches you, as well as excrement, and you cover your mouth.

You progress up the passage and see a blood trail on the floor, and further up you discover entrails of some nondescript creature. What was it that left this carnage behind?

To discern more about this situation, you could make a survival, nature or perception check, DC 14.

- ◆ *If successful, go to 52.*
- ◆ *If unsuccessful, go to 85.*



9: Deduct 1 Questability point as normal.

Entering this circular room, you see it is bedecked with glowing chandeliers, each holding a dozen candles, and from the far side you see an object emitting a bright light; atop an altar, an ornate sarcophagus rests, emitting a white glow that fills the chamber.

Cautiously you approach the casket, noting the elaborate carvings that decorate its sides, and climb the steps of the altar.

Your breath is taken away by the beauty of the maiden who lies within, under a lid of thick crystal framed in stone. Her skin is white but does not yet possess the pall of the dead - as if she just died but minutes ago. But what really gets your heart racing is the bed of gems she is lying on. Surrounding her, on all sides, is a wealth of what looks like rubies, diamonds, sapphires, opals... was she some princess, or wealthy noble who wanted to be interred amongst her riches? Both the maiden and the gems are emitting an unearthly glow, and as you stand there marveling at these riches, you are shocked to see her eyes fly open!

She regards you quizzically, and her mouth moves with the words "You have come," but you hear no sound. She places her palm on the crystal, evidently trying to push the lid open, but it is not moving.

The lid of this casket looks thick, unbreakable even, but on the side you see a large padlock which does not appear to have a keyhole.

Perhaps it could be smashed though.

- ◆ *Do you want to gain access to this casket? If so, you could probably get through that padlock with a pair of bolt cutters. If you have those, go to entry 31.*
- ◆ *Or, you could hit the padlock with an attack. Turn to 26.*
- ◆ *If you would rather leave the casket alone and back away, go to 74.*

10: Deduct 1 Questability point as normal.

This area of passage is strange – it widens, but for what reason you cannot tell. A rest area, perhaps, for workers constructing the Catacombs? But then, you see no signs of use. You wonder what the purpose of this area might have been.

To search this area, you can make an investigation check, DC 11.

- ◆ *If successful, go to 103.*
- ◆ *If unsuccessful, go to 57.*

11:

You notice a definite change in the air as you approach this area. A nasty feeling in the pit of your gut tells you that your instincts have led you into an untamed part of this dungeon, and the rough, cavernous walls of this passage look like they were tunneled out millennia ago, perhaps by Torog's chaotic wanderings.

Is Jaro with you?

- ◆ *If so, go to 71.*
- ◆ *If not, go to 91.*

12:

You enter the room, noting the elaborate carvings that adorn the walls and the faded but beautiful tapestries. Across the back wall are four alcoves, spaced evenly apart, each containing a sarcophagus. Not a huge family – a married couple and two children perhaps?

- ◆ *To examine the caskets, go to entry 51.*
- ◆ *Or perhaps you have rethought your decision to loot this tomb? Go to 13.*

13:

You decide that the dead are better left resting, and move away from this area.

Decide which exit you are leaving by, and roll on the location table.

14:

Searching the bundle of rags and bones that is the skeletal warrior's corpse, you find an iron amulet around its neck bearing strange inscriptions. It doesn't appear to be worth

anything, but can you decipher what is written here?

You may also take the warrior's shortsword if you wish.

Do you know Undercommon?

- ◆ *If so go to 65.*
- ◆ *If not, go to 86.*

15:

In hastily scrawled Dwarvish runes, you read the message: "The trench is not an illusion! Jump as hard as you can!" You commit this to memory, wondering what it might mean.

Resolve any remaining facets and proceed to your next location.

16:

You enter a room, a tomb perhaps, of a once-great noble. All around you, rich yet faded tapestries adorn the walls and statues stand in various poses. At the bases of the tapestries are large trunks, the contents of which you would sorely like to discover.

"Who enters my master's chamber?" coos a low, purring voice, with just the slightest hint of a threat.

From behind the base of one of the statues emerges, to your amazement, what looks like a large bluish-grey housecat. Its yellow eyes sparkle with intelligence as it regards you. Then, shockingly, it speaks again, feline lips forming words precisely.

"Hello traveller. You have entered the tomb of Lord Irnen Gardbard, once mayor of Westgate and constructor of many important buildings in this town. You are welcome to admire the fine art and statues on display here, but I must ask you not to touch anything! Thank you for understanding, kind traveller." Then... does it wink at you?! Whatever the case, it definitely seems to be smiling. What a peculiar puss!

You find yourself quite amused, beguiled even by this charming cat.

How will you respond to this fascinating feline?

- ◆ *"What is your name?" Go to 126.*
- ◆ *"I'll touch whatever I like!" Go to 62.*

17:

It all seems to happen in slow motion: you clear the trench and expect to land on the other side, but instead, you suddenly slam into an invisible wall and drop down into the trench! Utterly baffled, you are soon brought back to awareness of your situation when you start to feel the acid burn into your skin!

Go to entry 104.

18:

You examine the fungi, seeing if you remember anything about this particular species.

Make a nature check, DC 14. If you are drow, duergar or svirfneblin, do it with advantage.

- ◆ *If you are successful, go to 20.*
- ◆ *If you are unsuccessful, you can't tell anything about the fungi. Roll your next location after resolving all other facets.*

19:

From the passage ahead you see three humanoids appear – three kobolds, advancing towards you! But they don't seem like typical enemies. The light in their eyes has gone, much like the wizard you saw at the Mercenary's Guild in Westgate. Have they too fallen prey to the strange, mind-killing phenomenon that has affected so many? You have little time to ponder this – they are advancing on you quickly, two warriors and what looks like a mage who cradles eldritch flame in his reptilian hand.

If Jaro is with you, he suggests that it is better you simply do away with these poor wretches. It looks like you'll have to do battle with them! Go to Braindead Kobold Patrol Combat Sheet.

20:

Your knowledge of plants serves you well; these are Wormrock Browncaps, well known for their powers in aiding vision and sharpness of mind. You place them back in their pouch and stow the pouch in your backpack.

Wormrock Browncaps give you advantage on perception checks, and bestow darkvision on non-darkvision characters for the space of 6-8

hours (or the length of one quest.) You could take these now or save them for another time, and then roll next location after resolving facets.

21:

The water courses through you, and an incredible energy suffuses your being, filling you with vigour and vitality. Your mind is filled with possibilities – right now, it seems like anything is possible!

You are the recipient of a rare magical boon! You may increase one ability score (your choice) by 1 point. Then, return to your current location, resolve any remaining facets, after which you can roll on the location table.

22:

From somewhere in the room, again you cannot tell where, you feel the knives of psychic assault stab deep into your mind.

Make another intelligence saving throw, DC 12.

- ◆ *If successful, go to 130.*
- ◆ *If unsuccessful, go to 119.*

23:

Moving to the next alcove down, you attempt to remove the lid from this casket. It seems a little lighter than the last one; this casket is slightly smaller.

Make another athletics check, DC 10 this time.

- ◆ *If successful, go to 90.*
- ◆ *If unsuccessful, go to 124.*

24:

"Bessst be on your way, ssstranger!" the lizardman hisses threateningly. Having no luck with the lizardman, you look around this dejected group of humanoids, searching for a friendly face. You catch the eye of a half-orc who seems mildly interested in your presence here.

- ◆ *To approach the half-orc, go to 116.*
- ◆ *To approach the clerk, go to 25.*
- ◆ *Or, you could leave this room. Return to the map you are on, resolve any remaining facets and then roll for a new location.*

25:

Quietly you walk up to the clerk, still highly bemused that this room even exists in this place.
"Ahem," you say. "Ah, what is this place?"
The middle-aged female, a human, looks at you over the top of ornate, gold-rimmed glasses. "This is the Office of the Head Gaffer, my dear. Do you have someone you want to bury, a plumbing issue, or a complaint about the facilities here, if you are resident in the local dungeon? If neither, then really you have no business here!"

Do you have a complaint about the facilities here?

- ◆ *If so, and you wish to register a complaint, go to 40.*
- ◆ *If not, you can leave this place by going to 75.*
- ◆ *Or you could try to talk to some of the humanoids. Go to 41.*

26:

You hit the padlock with everything you've got, but it is well constructed. This may take several attempts.

The padlock has an AC of 10 and 10 hp. If you can get it open in three rounds, go to 36.

If you cannot manage this, then the lock is unbreakable, as is the casket lid, and you will simply have to leave the maiden where she is and roll for your next location!

27:

Frustrated, you lash out at the figure seated opposite you, hitting it with everything you've got... but the attack passes through the figure harmlessly.

"That will get you nowhere," she says wearily, as if she had experienced the same reaction countless times. "The only way you will leave this room is if you choose one of the cards placed before you."

Seeing no other way, you sigh and inspect the cards laid out before you, looking for some detail. Go to entry 118.

28:

Your entreaty to the Lord of Darkness has gained you an automatic success on a deception, persuasion or sleight of hand roll. You can use this whenever you wish. Continue to the next location!

29:

You try to move your hand out of the way of the sliding metal plates, but you are too slow; it is trapped there! To your horror, as you struggle to free yourself, your mind is filled with visions of terrible crawling things biting, gnawing into your hand, ripping the flesh from the bones of your fingers, and you feel intense pain, the muscles and tendons being ripped and savaged by indescribable crawling things. You feel as if you can take no more, and you about to scream out in anguish, when all of a sudden the plates slide open... you almost can't look at your hand, but gingerly, gently, you lift it before your face... Your hand is intact. Unharmmed.

Take 1d6 psychic damage. This was an attack on your mind, not your body, by some hideous unseen entity with the power to inflict all sorts of horrible visions.

What to do now?

- ◆ *To look for some other way of opening the door, go to 80.*
- ◆ *To leave here, roll for your next location on the next location table (after resolving any remaining facets, of course).*

30:

Sitting down opposite the enrobed figure, you begin to make out some features. It appears she is a female elf: you see almond-shaped eyes flash in the candlelight, but she never looks up at you, and as she calmly continues to deal the cards out before you, you notice that the surfaces of the cards are all blank.

"Touch a card to reveal its nature," she says. "It may provide you with a boon or a bane."

- ◆ *To touch a card, go to entry 118.*
- ◆ *Or, you can say, "Er, I don't think I want to play this game any more." Go to 88.*

31

The bolt cutters easily slice through the padlock.

Go to 36.

32:

Quickly decoding the message, you fill in the form and then hand it back to the clerk. She looks it over and smiles, then reaches into a drawer and produces a small iron amulet from presumably a large supply. Inspecting it closely, you see it has a figure running on it. "It's an Amulet of Expediting," she informs you. "Good for one escape. And now, good day!"
The clerk dismisses you with a wave and summons the next person waiting to be seen!

This amulet will allow you to escape one creature of your choice, unless otherwise stated.

Pleased with this little boon, you leave this strange room and continue to your next location!

33:

You pay the 20 gp and receive an enchanted tinfoil hat from the old man, wondering as you are doing so if you are being had! Enchanted tinfoil hats, what are you thinking? If Jaro is with you, he is shaking his head in disbelief.
Still, something tells you this old coot might not be as crazy as he looks.

Deduct the gold from your inventory and add the hat, then continue to your next location.

34:

As you struggle to regain your composure, you see a truly bizarre creature walk out from behind a rocky outcrop. It moves towards you confidently, obviously looking to finish you off! Having been wounded twice by the thing, you are still shocked to behold it – it is a being unlike anything you have seen before.

Go to 125.

35:

Look at the table below to find out what boon or curse your chosen card bestows! (If Jaro is with you, he has stayed well out of this whole scenario).

#	CARD	EFFECT
1	The Magician	Advantage on all saving throws against magic and all intelligence saving throws for the rest of this quest.
2	The Fool	Disadvantage on your next three weapon attacks.
3	The Demon	Automatic success on your next enemy facet roll.
4	The Warrior	Advantage on your next three weapon attacks.
5	The Coward	Free escape from your next combat encounter (not including the final encounter). You may flee without incurring any wounds.
6	The Thief	Automatic success on your next loot facet roll.
7	The Spy	Automatic success on your next clue facet roll.
8	Death	Disadvantage on all death saves for the rest of this quest.

The boon or curse you have received must be accepted, and then you thank the strange figure and leave this even stranger room! Proceed to your next location.

36:

Finally the padlock is destroyed, and with some effort you lift the lid off the casket, eager to get to the gems, and possibly the maiden as well?
But whatever your motivations, they soon disappear at the sight before you. As you lift the crystal lid, the whole vision changes, as if a rich curtain has been drawn aside to reveal a scene of utter devastation. The maiden is not a maiden at all, but a horrid ghoul, and the gems have been replaced by writhing maggots!

It crawls out of the casket, making a horrid gurgling noise as it moves towards you!

Oh dear, what a ghoulish predicament! You will have to do battle with this ghastly maiden! Go to Ghoul Combat Sheet.

37:

"Good idea," Jaro whispers, and begins preparing quietly, producing from his component kit a small piece of what looks like the mineral mica.

He mutters the incantation, then with the last word of it, his eyes go wide and he raises his voice dramatically. The shout is accompanied by a huge explosion from the cavern ahead, right beside the creature that lies in wait for you.

You must make a saving throw for the creature, DC 13. Roll a d20+1. Roll 3d8 for thunder damage. If the creature makes the save, it takes half damage, if it fails, it takes full damage.

Take note of the damage and then progress to entry 125.

38:

Whatever this statue represents, it is beyond your knowledge. There is little to do but press on.

To move past this statue, go to 121.

39:

Amongst the craggy, rocky landscape of the cavern floor, you see movement – a strange little creature, scuttling across the floor! It moves amongst the stones and ridges that litter the floor, and it is quick... but if you act quickly, you might be able to hit it!

Do you have any ranged attacks?

If you do, make a ranged attack now at disadvantage against AC 12.

- ◆ If successful, go to 84.
- ◆ If unsuccessful, go to 44.

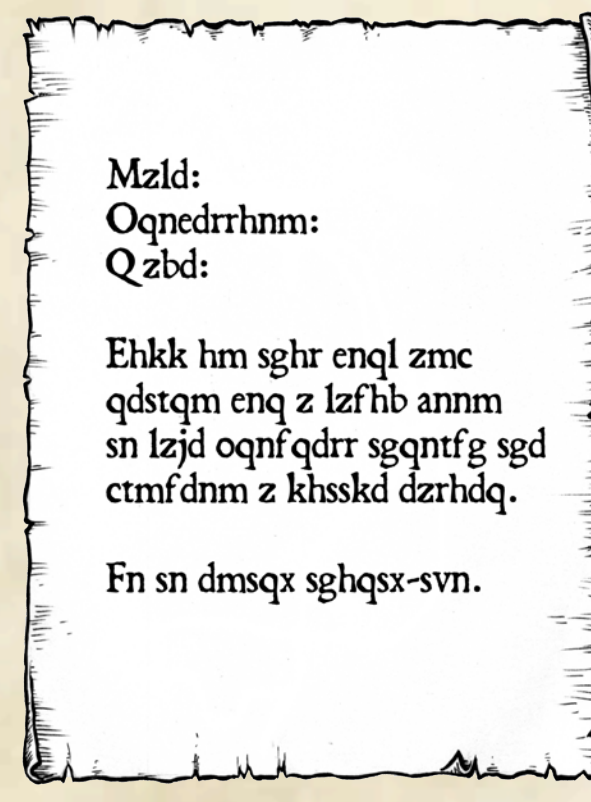
40:

"I'd like to complain about the conditions down here!" you say emphatically. "It's damp, it smells like the privy, and there are all manner of horrible creatures running about. You've let these tunnels go to rack and ruin!" The clerk gives you a withering look and pushes a piece of parchment towards you, with some writing on it.

"Fill out the appropriate fields and return," she says in a tired voice.

Picking up the parchment, you blink when you see the writing. It appears to be absolute gibberish! Or is it... some sort of code?

"Yes," the clerk says, apparently reading your mind. "It's designed to filter out the morons. Most just give up when they see that, which makes my job easier. But you..." she looks you up and down. "You look fairly intelligent. I'm sure you can work it out." Scanning the document, you try hard to make sense of it. It reads:



- ◆ If you can make sense of that, then do as directed.
- ◆ Otherwise, hand the form back to the clerk by going to 63.

41

Cautiously you approach the lizard warrior, wondering what sort of facial expression would best please one of their kind. You settle on a warrior-like staunchness, and slowly sit down next to him. He regards you coolly. "Good day, sir," you begin, not really knowing how to proceed here. The warrior sizes you up haughtily, apparently assessing whether you are worth talking to or not.

Make a charisma check, DC 12.

- ◆ If successful, go to 76.
- ◆ If unsuccessful, go to 24.

42

As quietly as you can, you approach the back of the store where the sound is coming from. Rounding a corner, you see an old man bent over a table, hammering something out, a thin sheet of metal.

- ◆ If you scored 1-10 on your stealth check, go to 89.
- ◆ If you scored 11 or above, go to 111.

43

Take 1d4+3 bludgeoning damage. If you are still alive, read below.

From behind, you feel a sickening thud into your back and agonizing pain ripples up your spine, sending you reeling into the passage wall. Quickly gathering yourself, you turn in time to see an eyeless, grey-skinned brute bearing down on you once more with a huge stone axe. Quickly you draw your weapon and prepare to do battle with this monster!

Go to Grimlock Combat Sheet.

44

You get a ranged attack off quickly, but not quickly enough! The thing turns and faces you, and now you see it in all its hideous glory...

Go to 125.

45

Deduct a spell slot.

You make the incantations to detect magic, but nothing reveals itself. There is no magic at work here. It is not an illusion after all, at least not a magical illusion.

- ◆ To run at it and jump over the trench, go to 79.

46

To your horror, you feel a section of the floor drop under your feet, and an audible "thunk" as some unseen mechanism clicks into place. From each wall, spears shoot out towards you!

Make a dexterity save, DC 14, taking 2d6 piercing damage on a failed save or half as much on a successful one. After you have resolved that (and if you are still alive), either encounter the remaining facets in this location, or proceed to the next location.

47

You drink deeply of the water, and feel a strange energy coursing through your body, invigorating you...

Roll a D20. If you have an inspiration point you may use it to increase the score by 5 points. If Jaro is with you, roll once for each of you.

- ◆ If you score 1-10, go to 83.
- ◆ If you score 11 or above, go to 21.

48

The Spider Queen is evidently pleased with your humble prayer, and as you watch, you see a dark liquid magically appear and drip onto the floor from her bloated abdomen. Moving forward, you inspect the liquid and see that it is a potent poison of drow making.

You may collect some of this for use in an attack. On a successful attack (slashing or piercing) that causes injury, the target must take an extra 2d6 poison damage, half as much on a DC 14 constitution save. Once you have completed this, you may move on to the next location.

49:

Despite his rambling speech and disheveled appearance, there is nothing to suggest that this old man is trying to hoodwink you. Even though his story is bizarre, you can definitely discern that he believes what he is saying. Whether you should believe him, however, remains to be seen!

- ◆ *To take the old man at his word and buy one of his hats, deduct 20 gold and add “enchanted tinfoil hat” to your inventory!*
- ◆ *Or, to leave him to his work, leave this place and roll on the location table to find your next location.*

50:

A gnawing feeling in the pit of your stomach tells you that you are approaching the object of your quest. But you are apprehensive. After all, how much do you really know about what lies ahead?

That’s a good question.

Make a perception check, DC 20 adding one or more of the following numbers:

If you talked to the lizardman about his bound companion, add 4.

If you talked to Bigby, add 6.

If you know Undercommon, and found an amulet on an undead warrior, add 8 to your check.

If you found a journal belonging to a noted mage, add 10 to your check.

Was your perception check successful?

- ◆ *If so, go to 82.*
- ◆ *If not, go to 92.*

51:

You move to the far left casket and try to slide the lid off. It is made of stone, however, and is very heavy.

Make an athletics check, DC 14. If Jaro is with you, make the check with advantage.

- ◆ *If successful, go to 112.*
- ◆ *If unsuccessful, go to 123.*

52:

The way that all this gore is laid out leads you to believe it was put here either as bait, or as a marker for those passing through. You sense that something has a lair nearby; this carnage looks deliberately placed.

For this round only, you may backtrack to one of your last two locations (if it has two exits) and choose a different exit. If you do so, roll on the location table for the new exit. If you fled from an enemy in one of those locations, you will have to do battle with that enemy. Otherwise, you may progress onwards by going to 97.

53:

The sound is strange and your powers of perception are failing you right now. What is making that sound?

- ◆ *To sneak out of this room unnoticed, move to the location table and roll for the next location. The sound is coming from the back of the room, and it should be pretty easy to avoid whatever lurks there.*
- ◆ *To approach the area where the sound is coming from stealthily, make a stealth check. Take note of the score and then proceed to 42.*

54:

- ◆ *If you are under the influence of a Protection from Evil and Good spell, or wearing an enchanted tinfoil hat (yes really), go to 58.*
- ◆ *If you have neither of these forms of protection, go 115.*

55:

Cowering away from your holy symbol like a cornered animal, the skeletal warrior turns and strides back through the water, descending back into the pool from whence it emerged.

Looks like you’ve had a lucky escape from this encounter! You may either resolve any remaining facets in this location (if they exist) or proceed straight to the next location.

56:

You turn tail and bolt, not keen to be caught in an unlooked-for encounter. Seeing you flee, the skeletal warrior makes a horrid, rattling sound, and you hear it splashing through the water behind you! You quicken your pace, hoping you can outrun it!

Make an athletics check, DC 12.

- ◆ *If you are successful, go to 98.*
- ◆ *If you are unsuccessful, go to 105.*

57:

Despite a thorough search, you can find nothing that indicates what this widened stretch of passage might have been used for. It just seems to be a random peculiarity of this part of the dungeon.

Shrugging your shoulders, you continue on.

Roll for a new location on the location table.

58:

You feel the beginnings of a psychic attack, but it cannot break through the magical defenses you have in place, and you thank the gods for that.

Squinting your eyes, you search the cavern for any sign of where this attack might be coming from... then, you see it. Moving quickly amongst the jagged crags of the cavern floor is a small, bizarre-looking... creature, if it could be called that...

Go to 125.

60:

Despite a thorough search, you are unable to discern anything about this strange scenario.

You may take any of the items listed at entry 5, and then progress to your next location.

61:

How much did you exceed the athletics check by?

- ◆ *If your check was equal to, or one above the DC, go to 17*
- ◆ *If your check was two or more points above, go to 106.*

62:

"No cat is going to tell me what I can and can't touch!" you exclaim.

The large cat scowls at you. "A shame you have that attitude, friend. Still, I cannot allow you to go rummaging through my master's things. I was loyal to him throughout his life, and that continues into his death."

"What are you?" you ask, with a hint of mockery in your voice.

"A grimalkin," the massive moggy replies.

"One who will protect his master for eternity!"

What now?

- ◆ *Will you chance going to have a look through the chests? Go to 77.*
- ◆ *Or, do you take this cat at his word and leave here now? If so, resolve any remaining facets and then roll for a new location on the location table.*

63:

The clerk smiles indulgently, then receives the form back from you.

"Oh dear," she says. "It appears you have been filtered out. I'm afraid there's nothing I can do for you, my dear. Best be on your way."

- ◆ *You can follow this direction by leaving this room and rolling for your next location.*
- ◆ *Or you can fly into a rage and demand that this patronizing old hag bring the manager to you immediately by going to 72.*



63B:

This appears to have been a campsite for a party of kobolds. The egg yolks are a dead giveaway, as are the droppings. It appears they decided – or were forced – to depart quickly. Why they did so remains a mystery.

You may take any of the listed items in entry 5, and then proceed to the next location.

64:

This figure is known to you: it is Ilsensine, patron deity of the Ilithid race. Knowing that race, and their goals of domination, it is likely that this deity is a trap designed to inflict psychic damage.

If you possess a Potion of Psychic Resistance, or an enchanted tinfoil hat, you could use these now! Prepare yourself as you wish, and then proceed to 121.

65:

With your knowledge of Undercommon, you can see that this amulet is a controlling charm of some sort. This poor soul, whoever they were, was enslaved to a powerful being of the Underdark. How it came to be up here is anyone's guess, but you suspect it wandered here and was forgotten. Anyway, you have released it from its bonds now!

Time to progress to the next location! Choose your exit and roll on the location table.

66:

The figure sighs. "Very well," it says airily. "You may leave."

- ◆ *To depart the room, return to your current location and then roll on the location table.*
- ◆ *Or perhaps you reconsider, and decide to humour the strange figure by sitting down, in which case proceed to entry 30.*

67:

Make an insight check, DC 13.

- ◆ *If successful, go to 49.*
- ◆ *If unsuccessful, you cannot tell whether the old man is truthful or not. Return to 111 or 113, whichever you came from, and make another choice.*

68:

Somehow you fumble the jump, and don't make the other side! Wailing in horror, you fall in the trench and after a few moments start to feel the acid burn through your clothes and into your skin! You need to get out of here fast!

Go to entry 104.

69:

You fight off the cerebral assault using the sheer force of your will, but you must find the source of these attacks soon, before you are targeted again! You scour the cavern, looking for any sign of movement.

Make a perception or investigation check, DC 14.

- ◆ *If you are successful, go to 108.*
- ◆ *If unsuccessful, go to 22.*

70:

You move to look into the casket, and start examining various items in the casket. Some of these might be valuable, but you are not quite sure. There is a tome of coats of arms and some old jewelry, but its value is indeterminate.

As you fossick around, you feel something sharp dig into your hand, and immediately draw it back in horror. From the depths of the casket, a hideous, severed hand leaps out at you, animated with a life of its own!

You are being attacked by a detached hand! Go to Crawling Claw Combat Sheet.

71:

Jaro produces two spell scrolls. "I prepared these last night," he says as he takes out a small pouch. Tipping out a little powdered silver into his hand, he begins an incantation with eyes closed, one hand on your shoulder. He takes his time, pronouncing each word carefully, and soon you start to feel a little... different. A calm comes over you as you feel a mantle of arcane protection descend, enwrapping your mind and body. Jaro repeats the spell on himself, and now you are both protected against any kind of psychic

attacks which may be directed at you. It's the best preparation you can make, based on the knowledge that you have, of what you have seen in Westgate and down in these Catacombs.

Jaro has cast **Protection From Evil & Good** over you. Hopefully it will provide some protection from whatever danger you are headed towards.

You thank Jaro for this magical protection – for what it's worth – and continue to 50.

72:

As you berate the clerk in a loud voice, she calmly removes her glasses, places them on the table, and stands. You watch in horror as snakes begin to emerge from her head and her eyes begin to glow like red coals. A wind whips around her, parchments spinning everywhere as if caught in a tornado, and the drawers of her desk bang open and shut loudly. She seems to grow in stature also, until she is at least three feet taller, and her voice booms, making all in the room cower: "BELIEVE ME, YOU DO NOT WANT ME TO GET THE MANAGER! NOW, AS I SAID, I CANNOT HELP YOU, SO BE ON YOUR WAY!!!!"

Wasting no more time, you nod and turn tail, bolting out the door and shutting it quickly behind you. Behind the door, you hear things settle down and you breathe a sigh of relief.

Whew! You were lucky to escape that one. Now go to the location table and roll for your next location, quick!

73:

The magnanimous Sun God has granted you a blessing!

Take an inspiration point, then continue to your next location.

74:

Perhaps this situation feels a bit off to you, or pretty maidens just aren't your thing! Whatever the case, you mouth your apologies to the damsel and are on your way.

Go to the location table and roll for your next location.

75:

You thank the clerk politely and leave via the door you entered. Bureaucracy is to be found even in the depths of the smelliest dungeon, it seems!

Go to the location table and roll for your next location after resolving all facets!

76:

Gradually, in fits and starts, you manage to draw the lizardman out as to what he is doing there with his securely bound companion. "He's lost his mind," the warrior tells you in halting Common. "He was in the lower caverns, a few days ago, and returned like this. It is like... someone removed his soul. The old lizard is not there anymore... something else is there now."

"So why have you brought him here?" you ask.

"I don't know... perhaps there is a healer, a wizard who can help? If not, I don't know what to do."

You move in front of the restrained lizard and stare into his face. He meets your eyes for a moment and it is plain to see there is nothing there. Although the head turns and regards things, apparently taking in information, the lizard does not react to that information.

Intermittently, he thrashes against his bonds, but not with any anger or spirit; merely to check that they are still there, still stopping him from doing what he wants to do. It really seems as if all emotion has been removed.

You thank the lizardman for his time and move off.

- ◆ *There is another customer here who has caught your eye – a half-orc on the opposite side of the room. To approach him go to 116.*
- ◆ *To approach the clerk, go to 25.*
- ◆ *Or, you could leave this room. Return to the map you are on, resolve any remaining facets and then roll for a new location.*

77:

Ignoring Bigby's warning, you stride over to the row of chests that sit below the canopy and start trying to get one open.

"I warned you," Bigby says in a low growl.

"And you chose to ignore that warning. Now, for the crime of disturbing my master's treasure, you must pay!"

Bigby lets out a deafening feline yowl and crouches down... you turn just in time to see him preparing to pounce at you, teeth and claws bared!

You've done it now! Go to Grimalkin Combat Sheet.

78:

Are you drow?

◆ *If so, go to 48.*

◆ *If not, go to 122.*

79:

Backing up a little, you run at the trench and at the last minute launch yourself into the air over it.

Make an athletics check, DC 14. If you are encumbered, make the check at disadvantage. If you have read a message written in dwarvish during this adventure, make the check at advantage. If you are both encumbered and have read the message, make a normal roll, unless you want to discard enough equipment to unencumber yourself before making the jump.

◆ *If successful, go to 61.*

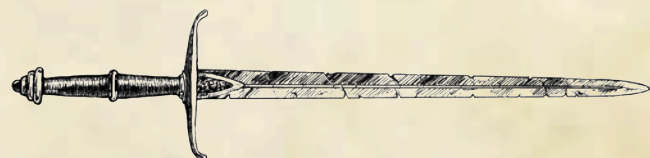
◆ *If unsuccessful, go to 68.*

80:

Do you speak Deep Speech, or Undercommon?

◆ *If so, go to 128.*

◆ *If not, go to 87.*



81:

The hoard that this strange cat was guarding is not as opulent as you had expected. Indeed, much of it is large paintings and rolled up carpets. Probably valuable, but not really transportable on your current quest. However, there are some portable little items that are probably of some worth.

Roll twice on the Tomb Loot sub table, and once on the Adventurer Corpse Loot table. Then, resolve any remaining facets and continue to your next location.

82:

Your senses heightened, you suddenly discern something off about this situation. Ahead, you sense – no more than that, you know – that something lies in wait for you, ready to pounce with a surprise attack... yes, there! You see it, the tip of a meaty claw, just visible around a corner where the passage widens into a cavern-like space. And beyond, you see a pool, sitting low amongst natural rock formations.

Your mind races with the possibilities. This thing, whatever it is, obviously knows that you approach, but it does not know that you know...

The angle of the tunnel is such that you could jump to the right hand side and possibly hit it with a ranged attack... but is there a better way?

◆ *To go with this ranged attack strategy, go to 99.*

◆ *Or, if Jaro is with you, you could direct him to cast some sort of area effect spell. Go to 37.*

83:

The water nourishes you deeply, and you feel any wounds you had start to heal and become purified.

You may restore 1d8 hp from the effects of this magical water! Then, return to your current location and resolve any remaining facets, then roll on the location table.

84:

Roll for damage, taking note of the number, then read below.

You have hit the thing, and it turns to face you... well it would, if it had a face. Now you see it in all its hideous glory...

Go to 125.

85:

You inspect the carnage here thoroughly, but it doesn't really reveal anything to you about what might have left it here, or what the slaughtered creature might have been.

Cautiously, you move forward. Go to 97.

86:

These inscriptions are indecipherable to you. You may take the amulet if you wish, and then you set your mind to leaving this place.

Progress to the next location by rolling on the location table.

87:

Unfortunately, you cannot decipher these hieroglyphs. You search around the door for something, anything that might help you to open this door, but to no avail. Unless you possess hideous clawed hands, or speak an obscure Underdark language, you are not going in this door.

You will have to move on. Roll a new location from the location table.

88:

You thank the figure and go to stand, but cannot rise out of your seat.

"I am afraid you must play, now that you have accepted the invitation," the mysterious card dealer says. "Until you do, you cannot leave this room. I have always been here, doing this. And I always will be. Touch a card to reveal its boon, or its curse."

- ◆ *To submit to the will of this mysterious figure and touch one of the cards, go to 118.*
- ◆ *To make an attack on this creature, go to 27.*

89:

As you move, you accidentally knock some loose items off the top of the crate. Startled, the old man looks up and sees you. He is disheveled, and wears a strange metal cap on his head, from under which loose strands of matted grey hair stick out.

"Ha! What are you doing over there?! You scared the life out of me, young one! I thought you was the brain eater!"

"Brain eater?" you ask. "What brain eater?"

"He lurks around these tunnels, eating the brains of all who wander here. He can sense you, you know, can sense your thoughts!

That's why I'm making these hats, to sell to those who are wise enough. You look pretty wise, eh?" The old man gives you a wink. You can't help thinking it very likely that he is out of his mind. If Jaro is with you, he quietly expresses the same thought.

The old man comes forward, holding out one of his tin hats. "Just 20 gold pieces for this, my friend! They've been enchanted by an old friend of mine, a wizard who lives in this place. You can't go past it, best protection you'll find down here. Only last week I saw a group of kobolds roaming these tunnels. Like puppets they were, controlled by the brain eater! If he doesn't eat your brain, he'll enslave you!"

The old man rabbits on endlessly about how you should buy one of his hats. You wonder what to make of this clearly insane fellow.

Jaro will tell you that he should not be trusted, that he's just trying to pull a fast one on you.

- ◆ *To leave this old codger to his own devices, leave this entry and continue to the next location.*
- ◆ *To buy one of the hats, go to 33.*
- ◆ *Or, you could make an insight check to try and discern if he is telling the truth. Go to 67.*

90:

The lid of this sarcophagus comes off easily, and inside you see the skeletal remains of what looks like a noblewoman. You see the insignia of a noble house, and there are various items surrounding her which signify a label of noble rank.

- ◆ *To investigate some of these items, go to 70.*
- ◆ *If you are ready to leave, decide which exit you are leaving by and roll on the location table.*

91:

Steeling yourself, you grip your weapon and creep forward to whatever lies ahead.

Go to entry 50.

92:

Creeping down this stretch of rough, cavernous passageway, you see that it widens into a cavern ahead, with what looks like a steaming hot pool at its centre. Something awaits you in here, you can almost tangibly sense it.

Roll a d20+4.

- ◆ *If the result is equal to or higher than your passive perception, go to 110.*
- ◆ *If lower, go to 39.*

93:

In desperation, you scour the cavern for the source of the psychic attack. If you have any hope of escaping here alive, you must locate it and kill it!

Make a perception or investigation check, DC 14.

- ◆ *If successful, go to 108.*
- ◆ *If unsuccessful, go to 22.*

94:

You hear a sound behind you, the quietest of footfalls, and turn just in time to see a hideous, eyeless humanoid bearing down on you! Despite its lack of vision, however, it is swinging a huge stone axe straight towards your head!

You were lucky you saw it in time, otherwise it could have brained you from behind.

Go to Grimlock Combat Sheet and do battle with this vicious blind beast!

95:

Cautiously, you place your hand inside the hand-shaped depression. But your hand is nothing like this shape, and nothing happens. At least initially.

Suddenly, a click sounds and metal plates simultaneously shoot inwards to trap your hand in place!

Make a dexterity saving throw, DC 16.

- ◆ *If you are successful, go to 96.*
- ◆ *If unsuccessful, go to 29.*

96:

You whip your hand out just in time – the metal plates snap into place sharply, and would have trapped your hand there, to suffer who knows what sort of horrible fate?

Breathing a sigh of relief, you rub your wrist and consider your next course of action.

- ◆ *To look for another way to open the door, go to 80.*
- ◆ *Or to leave, roll for another location on the location table (after resolving any remaining facets).*

97:

Roll a d20+3 with advantage. If you succeeded on an earlier skill check in this location, make the roll without advantage (yes, you read that right).

- ◆ *If it is equal to or higher than your passive perception, go to 129.*
- ◆ *If it is lower, go to 94.*

98:

If there are any traps or random events that slow your progress in escaping, you will need to encounter those, which will give the skeletal warrior time to catch up with you. In this case, encounter those facets and then go to Skeletal Warrior Combat Sheet.

If there is loot, that will need to be ignored if you wish to flee.

If there are no more facets, you may flee the skeletal warrior by rolling for your next location on the location table!

99:

Quietly you prepare your ranged attack, then move forward as if nothing was different, still maintaining the caution you had before. Then, at the last minute you leap right and forward, to get a better angle on the creature which hides behind the left hand wall, and launch your ranged attack.

Make this attack vs AC 12. Record your success or failure, and then progress to 125.

100:

With some effort, you manage to wriggle the bracelets off the skeletal hand, only detaching a few fingers in the process. You examine the bracelets – they are beautiful, and probably worth quite a bit!

You have two ornate bracelets, each worth 200 gp! Nice bit of loot there.

- ◆ *To examine the next casket, go to 23.*
- ◆ *If you are ready to leave, decide which exit you are leaving by and roll on the location table.*

101:

Examining the walls in this area, you see they are punctuated with a row of holes about 1 inch across, exactly the right width for spears! Freezing on the spot, you quickly look around for the mechanism that activates it, and soon spot a tile on the floor that looks just slightly out of place. Carefully stepping over this, you continue on your way!

You may either resolve the remaining facets in this location, or proceed to your next location.

102:

Hissing at your symbol, the skeleton continues advancing, oblivious to the effects of your turn undead ability.

Looks like you'll have to solve this the old-fashioned way. Progress to Skeletal Warrior Combat Sheet and do battle with this bag of bones!

103:

You search the area thoroughly, looking for any trace or indication of what this area might have been used for, when suddenly you see a patch in the tightly-packed earth floor that looks like it might have been disturbed recently. Moving the dirt aside you find a sandstone door covered with hieroglyphs, and a odd-shaped depression. It looks vaguely hand-shaped, but the fingers are exceptionally long and pointy. Perhaps this depression is meant for some creature to fit its hand into.

- ◆ *To place your hand within this depression, go to 95.*
- ◆ *To search for another means of opening the door, go to 80.*
- ◆ *To leave this area, roll for a new location on the location table.*

104:

Moving to the other side, you try to climb up onto the ledge but find the way blocked by an invisible wall of some sort! The acid is burning into you, and you need to find a solution fast! In desperation you begin smashing at the force wall with your weapon, and soon notice some cracks start to appear. This is not a force wall but a highly polished pane of thick glass.

Take 1d4 acid damage for the time you have already spent here in this acid trench. If Jaro is with you, do the same for him.

The glass has an AC of 12 and hp of 15. Make as many attacks on this as you need to, but for every attack made, take an extra 1d4 acid damage. After you have made two attacks, for every extra attack that it takes, reduce your AC by 1 as the acid is eating into your armour. If Jaro is with you, you may both attack, and it will only count as one attack.

Finally you make it out of the trench, and may proceed to your next location! What a dastardly trap!

105:

You attempt to flee, but hear the rattling bag of bones right behind you! It is quicker than you expected, and unless you turn and fight, it will strike you down from behind.

Go to Skeletal Warrior Combat Sheet.

106:

You clear the trench, and then feel a hard, slamming sensation as you hit something hard, which shatters before you – a pane of glass, polished to transparency! It was on the other side of the trench, to stop people clearing it! Fortunately, you jumped with enough force to break right through it. If you hadn't the result could have been disastrous.

Well done!

Now, you may resolve any remaining facets and then proceed to your next location.

107:

*Slowly, you form the words "Vaphubask" with your lips.
There is a long pause, during which nothing happens. Then, slowly, you start to feel something. A slow, slithering sensation within your head, as if someone is tickling your brain with a wet tentacle. Your vision becomes blurry, shrinking gradually as tunnel vision sets in, until you only see a little circle of light. But strangely, you feel no alarm or even fear as this happens. It is almost relaxing, as if you can finally let go, as if nothing matters anymore.*

Then, blackness...

You have become one of the brain dead!

Perhaps from this description you got a clue as to what the psychic phenomenon that has been affecting Westgate might be, but for now you will not be able to halt it... you have fallen victim to it yourself!

Bad luck adventurer, but you can't say you weren't warned! Now go and roll up another PC and try again, you foolhardy soul!

108:

You see movement, amongst the rocks of the cavern floor. Finally you see it, or rather, it shows itself, coming out from the cover of a rocky outcropping, perhaps emboldened by its successful attacks. Nothing can prepare you for what you see, however – it truly is one of the most bizarre creatures you have ever laid eyes on.

Go to 125.

109:

Dropping into a battle stance, you face off with the approaching skeleton and prepare to do battle!

Go to Skeletal Warrior Combat Sheet.

110:

You move further and enter the cavern, surveying the pool and the rough, jagged landscape of the floor. It just begins to occur to you that this would be an ideal place to hide when you feel a sharp sensation in your head... not physical pain, but mental, almost spiritual pain, as some force probes deep into your mind and attempts to take control!

Make an intelligence saving throw, DC 12.

- ◆ If you are successful go to 69.
- ◆ If unsuccessful, go to 54.

111:

*You move, deathly quiet, through the crates and approach the area where the sound is coming from. Rounding a corner, you peer out and see an old man, bent over a table, hammering out a thin piece of metal. He is disheveled, and wears a strange metal cap on his head, from under which loose strands of matted grey hair stick out. He looks harmless, and you move out from cover and approach. The old man looks up with a start.
"Ha! What are you doing over there?! You scared the life out of me, young one! I thought you was the brain eater!"
"Brain eater?" you ask. "What brain eater?"
"He lurks around these tunnels, eating the brains of all who wander here. He can sense you, you know, can sense your thoughts!"*

That's why I'm making these hats, to sell to those who are wise enough. You look pretty wise, eh?" The old man gives you a wink. You can't help thinking it very likely that he is out of his mind. If Jaro is with you, he expresses the same thought.

The old man comes forward, holding out one of his tin hats. "Just 20 gold pieces for this, my friend! They've been enchanted by an old friend of mine, a wizard who lives in this place. You can't go past it, best protection you'll find down here. Only last week I saw a group of kobolds roaming these tunnels. Like puppets they were, controlled by the brain eater! If he doesn't eat your brain, he'll enslave you!"

The old man rabbits on endlessly about how you should buy one of his hats. You wonder what to make of this clearly insane fellow.

Jaro will tell you that he should not be trusted, that he's just trying to pull a fast one on you.

- ◆ *To leave this old codger to his own devices, leave this entry and continue to the next location.*
- ◆ *To buy one of the hats, go to 33.*
- ◆ *Or, you could make an insight check to try and discern if he is telling the truth. Go to 67.*

112:

Easily sliding the lid of the casket, you reveal enough of the interior of the casket that you can properly explore its contents. Peering inside, you see a skeleton draped in tattered rags, and here and there the corner of once-rich fabric. Adorning the wrists of this skeleton are ornate bracelets, wrought in silver and encrusted with gemstones.

- ◆ *To try and remove these bracelets, go to 100.*
- ◆ *Or, to examine another casket, go to 23.*
- ◆ *If you are ready to leave, decide which exit you are leaving by and roll on the location table.*

113:

Listening closely, you can hear a humming and muttering, accompanied by a kind of metallic sound, crinkling and a light hammering. It sounds like someone is working a piece of metal nearby. How odd.

Moving around the crates, you walk to the back of the room and come upon an old man who looks up when you approach. His clothes are quite disheveled and he wears a long, ragged beard. There is a crazed look in his eye. He is also wearing a strange metallic cap on his head, identical to the one he is currently hammering out of a thin piece of metal.

"Ah! You're here, at last!" Seeing you look at his hat, he reaches up and touches it. "My tinfoil hat, yes! It's to stop the brain-eater from finding me! He can read your thoughts, you know! You must buy one off me, straight away!"

If Jaro is with you, he expresses his conviction, in no uncertain terms, that this old coot is clearly out of his mind.

The old man comes forward, holding out one of his tin hats. "Just 20 gold pieces for this, my friend! They've been enchanted by an old friend of mine, a wizard who lives in this place. You can't go past it, best protection you'll find down here. Only last week I saw a group of kobolds roaming these tunnels. Like puppets they were, controlled by the brain eater! If he doesn't eat your brain, he'll enslave you!"

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- ◆ *To buy one of the hats, go to 33.*
- ◆ *Or, you could make an insight check to try and discern if he is telling the truth. Go to 67.*

114:

You feel and hear the whoosh of a weapon passing inches from the back of your head, mercifully missing. Quickly you spin around, drawing your weapon in one motion, to face whatever just attacked you. Advancing on you, bearing a huge stone ax, is a large, grey-skinned humanoid, with smooth skin covering the area where its eyes should be. It seems to be tracking you with smell and hearing, but these senses are finely tuned and it follows your every move closely, stalking towards you like a well-honed predator.

Go to Grimlock Combat Sheet and do battle with this hideous brute!

115:

You feel the psychic attack bore into your brain, ripping holes in your very consciousness! Clinging to consciousness by a thread, you make one last effort to resist. At the same time you visually scour the area, looking for the source of this cerebral onslaught.

Take 2d10 psychic damage! If you drank a Potion of Psychic Resistance, take only half of this damage.

Roll 3d6.

- ◆ *If the total equals or exceeds your intelligence score, go to 131.*
- ◆ *If it is under, go to 93.*

116:

You seat yourself next to the orc and try to spark up a bit of conversation.

"What is this place?" you ask.

"Complaints department," he replies gruffly.

"Plumbing, facilities, infestations... that sort of thing. What's your issue?"

"I'm looking for something that's turning people brain-dead. Heard of anything like that?"

The half-orc chuckles, waving an arm around.

"This place will turn you brain dead, you stay here long enough!" he laughs. You consider this. Could it be that all the lobotomised individuals that have appeared in Westgate are simply victims of protracted bureaucracy?

Seems doubtful. Red tape is annoying, but has it ever caused someone to kill their family?

You sense this is not the answer.

"Now you mention it, though," the half-orc adds thoughtfully, "the local kobolds haven't been themselves lately."

"How do you mean?" you ask.

"Well, normally they keep to themselves, keeping the rat population down, killing the odd stray human, but not generally causing any trouble. But... just the other day, one tried to kidnap my cousin. I got there just in time, but they had him trussed up and were just about to make off with him! I cut them all down, just in the nick of time!"

"Interesting..." you mutter. "Why didn't they just kill him on the spot?"

"No idea," the half-orc muses. "And they've never been brave enough to attack our settlement before, neither."

You thank the half-orc for this information and leave him to continue waiting.

What will you do now?

- ◆ *To approach the clerk (if you have not done so already), go to entry 25.*
- ◆ *To leave this room, leave this room, returning to your current location, and roll on the location table after resolving facets.*

117:

Try as you might, you cannot shake the harrowing visions from your conscious mind, and you suffer under their influence for several minutes, taking blows to your mind much as you might take wounds to your body. Finally the visions subside, and you are left shaking and fragile on the stone floor, trying to recover some semblance of equilibrium. It takes you several minutes to regain your composure. Steadying yourself, you stand and continue on, now doubtful of whether you are up to the task of facing down whatever psychic horror awaits you at the end of this quest.

Take 2d6 psychic damage and then (if you are still alive) roll for your next location on the location table.

118:

There are eight blank cards laid out before you: you have no idea what each one represents, but you must choose one. Your hand hovers over the row of eight cards, wondering what is in store for you! How did you manage to get yourself into this?

Choose a number from 1-8 (or roll a d8 if you prefer) and then go to 35.

119:

Once again you feel the blows of telepathic violence smashing into your consciousness. Darkness closes in... this could be the end.

Take 2d10 psychic violence (just take half if you have resistance to Psychic damage) and then roll 3d6.

- ◆ *If the resulting roll is equal to or greater to your intelligence, go to 131.*
- ◆ *If lower, go to 34.*

120:

You present your holy symbol and mutter a prayer cursing the undead and their existence. The warrior, seeing your holy symbol, hisses horribly and tries to resist the divine influence.

Make a wisdom save for the skeletal warrior, d20-1. The DC is your cleric spell save DC.

- ◆ *If the skeletal warrior succeeds on the save, go to 102.*
- ◆ *If it fails the save, go to 55.*

121:

With bated breath you slink forward, watching the statue closely – indeed, you have little choice but to continue forward. Suddenly there is a flash from your right – you have triggered a glyph of some sort, scribed there invisibly. The tentacles lash forward from the statue towards your head, and you move as quickly as you can to dive out of the way!

Make a dex save, DC 13. If successful, you avoid the tentacle trap and roll past the statue, emerging unharmed on the other side. If Jaro is with you, he must make a dex save also. If you succeeded on an earlier history or religion check here, you may make it with advantage.

If you are unsuccessful, you take 2d6 psychic damage and have a nasty headache for the next hour!

If you had drunk a Potion of Psychic Resistance, or were wearing an enchanted tinfoil hat, you received no psychic damage from this trap.

Proceed to your next location!

122:

Unfortunately for you, the Spider Queen does not take kindly to non-drow praying to her! Fortunately, it is only a small curse which has been placed on you.

In your next combat encounter, your aim will not be as true! Make your next attack (whenever that happens) at disadvantage. Now proceed to your next location.

123:

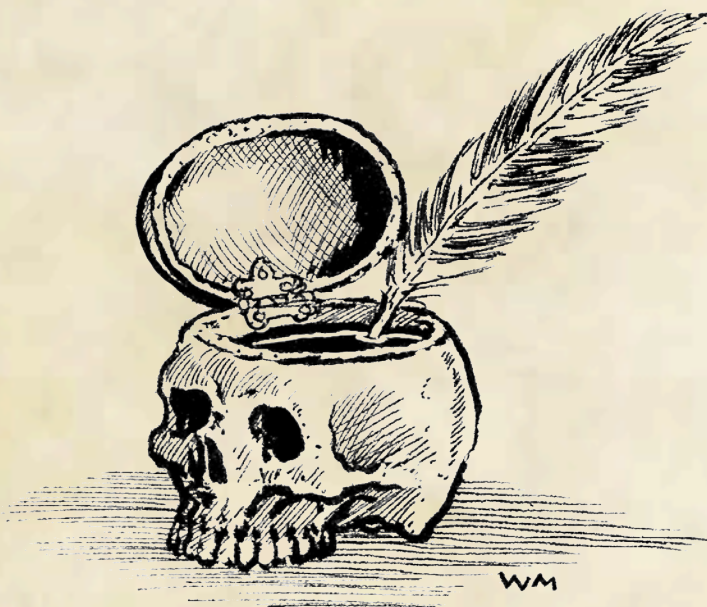
This stone lid seems a little beyond your abilities! You inspect the other alcoves.

- ◆ *To inspect the next casket along, go to 23.*
- ◆ *If you are ready to leave, decide which exit you are leaving by and roll on the location table.*

124:

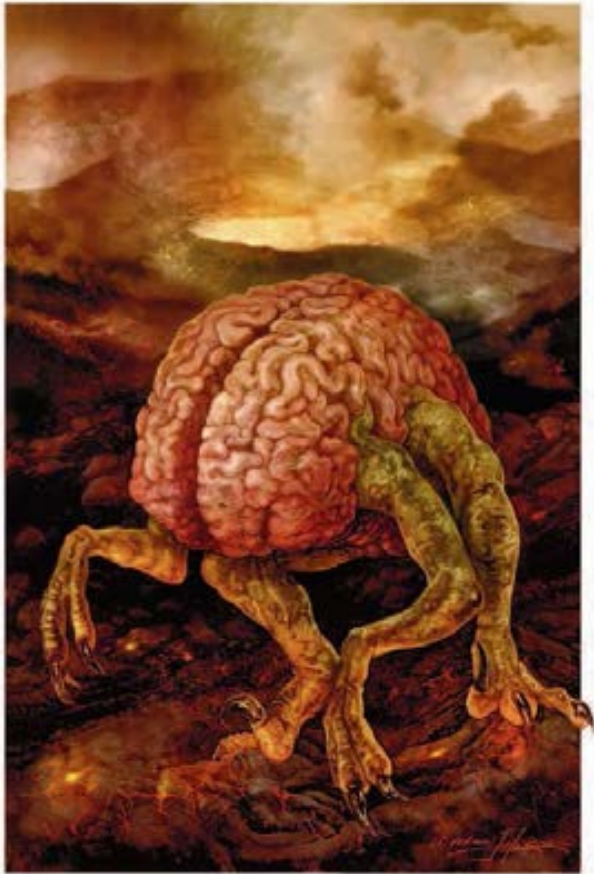
These casket lids are beyond you! Sighing in frustration, you see nothing else for it and decide to move on.

Go to the location table and roll for your next location!



125:

Go to Map 18.



Coming out from cover, you see that the creature is not that large, but its outlandish appearance more than makes up for that. It is nothing less than a brain with legs, and as the shock of seeing this hideous thing sinks in, the quadrapedal brain turns, almost in response to your horrified thoughts. And then you yourself begin to feel the tendrils of the ambulant organ start to feel around your own conscious mind.

"Nooo!!!!" you scream and prepare an attack, but the creature scampers away, looking for cover amidst the jagged landscape of the cavern floor.

Without a doubt, this is the horrid creature that has been sending people into a catatonic yet murderous state! You must kill it quickly, before it does the same to you!

Go to Intellect Devourer Combat Sheet. This encounter cannot be escaped by any magical means.

126:

"My name is Bigby," the cat says in answer to your question. "And if you were wondering what manner of creature I am, the answer is that I am a grimalkin, a faithful servant and guardian. And may I ask your name?"

You tell Bigby your name, and spend some time conversing with the cat, who it turns out is highly learned, gracious and humble. As well as chatty – incredibly chatty! You get the impression Bigby has been waiting a long time for a decent conversation.

Taking the opportunity, you ask if Bigby knows anything of the recent psychic-related phenomena that have occurred in the Catacombs.

"Oh yes," Bigby replies casually. "I've seen all sorts of brain-dead morons through here, on their way deeper into the Catacombs. There is no doubt something lurks down there."

"What, though?" you ask.

Bigby frowns in thought for a moment. "No idea," he replies. "But many seem drawn towards it, as if something... or someone, for that matter... propels them down there. A need, an impulse, a command... I couldn't tell you any more than that, I'm afraid."

There is a moment's awkward silence, and then Bigby adds, "I like you, friend. I have enjoyed our conversation immensely. It has been so long since I have met my intellectual equal down in these stinking, death-ridden depths! I'd like to give you something, if I may! I'm sure my master wouldn't mind..."

Bringing his tail curling around to his mouth, Bigby delicately plucks a tuft of hair from its end and gives it to you.

"The hair of a grimalkin," he explains slowly, "has been known to bestow incredible luck on the bearer. Take this little tuft and if you ever need a bit of luck, throw it over your left shoulder!" Bigby smiles warmly. "I hope that whatever end you travel towards, that you come out in one piece. Good luck, my dear friend!"

You can use this tuft of grimalkin hair to bestow a bit of luck on yourself. If at any point you fail an ability or skill check, or an

attack roll, you can toss the grimalkin hair over your shoulder to succeed instead! Thanking Bigby for the excellent conversation, you leave this room (he alerts you to any traps that may be present, so you can avoid those) and continue on your way. Roll for your next location on the location table.

127:

You focus your willpower, driving the horrific visions away with all the strength of your might. Telling yourself that they are nothing more than impositions by an outside force, you find an oasis of calm amidst the storm, and soon you are through it, breathing deeply, restoring your sense of self.

Well done! That could have ended disastrously – the mind is the centre of everything.

Thankful for your own presence of mind, you proceed onwards through these treacherous tunnels.

Roll for your next location on the location table.

128:

You inspect the door – there are symbols here in both Deep Speech and Undercommon, and they appear to both say the same thing – at least the messages are of the same length. “Servants of Vaphubask may enter if they speak his name. All others who speak his name shall forfeit their very souls – this is the only warning you shall receive.”

What to do?

- ◆ *To leave this area, resolve any remaining facets and then roll for your next location on the location table.*
- ◆ *To speak the name Vaphubask, go to 107.*

129:

Roll a d20+5.

- ◆ *If the result is equal to or higher than your AC, go to 43.*
- ◆ *If lower, go to 114.*

130:

With the last of your strength, you search for the source of your misery, and finally you see it, or rather, it shows itself, coming out from the cover of a rocky outcropping, perhaps emboldened by its successful attacks. Nothing can prepare you for what you see, however – it truly is one of the most bizarre creatures you have ever laid eyes on.

Go to 125.

131:

Too late you realize that you cannot fight the psychic attack. Whatever unseen force that lurks within this cavern, it now takes control of your mind, and thence your body. As you slip away, you pray to your God, or, if you have no God, then to the forces of this strange universe, to either liberate you to the halls of your ancestors or bring you back into the material realm so you can crush your enemies and right the wrongs of this world once more!

Unfortunately, this is the end of the road for you. Roll up another PC and try this quest again!

132:

Finally, the horrid thing lays dead at your feet! You survey the carnage: dead kobolds lay about this rough cavern, and when you inspect the deeper parts of this room you find another corpse, human. It is Aylma Silverhair, the missing wizard! You take a few tokens from her to show to the Mercenary’s Guild, and also her pouch containing 124 gold pieces – she won’t be needing that. She also carries a gold bell, which you take a moment to inspect. Could be magical. You’ll look into it when you return to the city. And one final thing... a strange little amulet. A tiny anvil on a gold chain. It is quite beautiful, but you have no idea what it is. Perhaps it is merely a piece of jewelry, but some instinct tells you it is more significant than that. Curious, you place it in your pocket and prepare to leave this wretched place!

Go to **Between Adventures: City of Westgate.**

SECRET DOOR ENTRIES

SD 1:

A magical door shimmers and disappears before you, revealing a truly stunning sight: an indoor garden, or perhaps, it seems, a portal to another world. Lush greenery hangs thickly within this space, and from the centre of this wondrous subterranean garden you hear the sound of a stream or a cascading fall. Walking inside a little, you move aside some hanging creepers and behold a fountain, which spills out water of an almost unreal blue hue.

- ◆ *Will you go to the fountain and drink its waters? If so, go to 47.*
- ◆ *Or, if you don't really trust mystical fountains appearing in the midst of sewer dungeons, you can always leave this secret room and roll for your next location!*

SD 2:

You enter a room dimly lit by candles burning low on a table. The candles also light up a face that sits on the far side of the table, and hands extending from the sleeves of a robe, quietly dealing out cards in a line.

"You're just in time," the figure says. You strain to make out facial details, but it is dark. Even an elf would have a hard time seeing in here – it is as if there is some kind of magical darkness pervading the room. You can't even tell whether the voice is male or female.

"Care to sit down?" the figure calmly suggests. "Come, read the cards..."

How do you respond?

- ◆ *"No thanks, I don't believe in that sort of thing. I'll be going." Go to 66.*
- ◆ *"Very well," you reply, and seat yourself in the empty seat. Go to 30.*

SD 3:

A slab of stone slides open to reveal a well-stocked larder! Moving inside, you marvel at the goods laid out on the shelves that ascend all the way to a tall ceiling. Cheeses, freshly baked breads, wines, cured meats, dried fruits, the list is endless.

You settle yourself down and begin choosing delicacies, wondering how an earth this came to be here. Some noble or regular visitor, or a local wizard perhaps, keeping a secret larder? The food is incredibly nourishing, as if imbued with magical potency, and you feel it instantly restoring your strength.

You may recover hit dice as if you had taken a short rest from this sumptuous feast! Once you have, return to your current location, resolve any remaining facets and then roll on the location table!

SD 4:

You enter this secret chamber through a door that is initially invisible, but once you notice it, you wonder how you could have missed it in the first place, it seems so obvious. The entrance is low and you have to duck down to get inside.

Once you do, you are in a large room. At the far end is a large wooden door with a plaque bearing the word "Head Gaffer", and to the right of that is a desk where a clerk is busy writing on stacks of parchment. She signs, stamps, and then places each piece of parchment to one side.

Along each wall are bench seats where a dozen humanoids of various descriptions sit waiting. There are halflings, gnomes, goblins, orcs, kobolds, even an ogre, and they all have one thing in common: they all look incredibly bored, as if they have been waiting forever and a day. One customer catches your eye, however – a lizardfolk warrior, sitting bolt upright next to another of his kind, trussed tightly at the wrists and manacled at the feet. This one stares ahead into empty space with the slack-jawed expression which is now becoming familiar to you.

What do you wish to do?

- ◆ *Approach the clerk? Go to 25.*
- ◆ *Try to engage the lizard warrior in conversation? Go to 41.*

TRAP ENTRIES

T1:

You examine the statue from a little way off. It stands on a pedestal right in your path, and to progress forward you must pass it, but its location tells you it was placed here for a purpose other than worship; perhaps as a guardian of some sort. It is small, but it glowers over the area with eyes of glowing blue amethyst, and tapering tentacles curve outwards from its mouth area.

Choose from a religion or history check to try and discern more about this strange statue. The DC is 16. (If you are drow, duergar or svirfneblin, you may make the check with advantage).

- ◆ *If successful, go to 64.*
- ◆ *If unsuccessful, go to 38.*

T2:

What is your passive perception?

- ◆ *If it is 11 or above, go to 101.*
- ◆ *If it is 10 or below, go to 46.*
- ◆ *If you made a search for traps and the roll was 11 or above, go to 101.*

T3:

If this is encountered at the same time as an enemy, it is always at the exit point of a location.

Bisecting your path is a trench filled with what appears to be a noxious acid. The liquid is yellow and gives off steam, hissing and roiling within its trench. It is quite wide, about ten feet across, and is going to require a bit of effort to jump across. One thing is certain, however – it is blocking your progress.

If Jaro is with you, he suggests that it may be an illusion of some kind.

What will you do?

- ◆ *To run at it and jump over the trench, go to 79.*
- ◆ *If you wish to cast Detect Magic, you may do so by deducting a spell slot and then progressing to 45.*

BETWEEN ADVENTURES:

City of Westgate

Exhausted and disheveled, you exit the Catacombs via the storm drain where you entered. As you walk through the streets of Westgate, you feel a mounting sense of satisfaction, and this only increases once you feel the weight of the pouch - containing 750 gold pieces – in your hand, courtesy of the treasurer of the Mercenary's Guild.

The resident mage also identifies the bell you found on Aylma Silverhair. It is an Elven Bell of Rejuvenation. Once per day, it can be rung three times to provide the benefits of a short rest. Obviously this cannot be done during combat, and it needs one full minute to complete the process for the effects to take hold.

No one can tell you anything about the anvil, but it holds your curiosity. You feel as though you should hang onto it, and you do. It feels significant somehow. It has a weight to it, an aura, and you don't think flogging it to the next merchant is the right way to proceed with it.

The clerk of the Guild stops you as you are going to leave.

"There's more work for you if you want it, friend!" he tells you. "Are you planning on staying in Westgate?"

You shrug. "Perhaps," you say. "But after that place, the first thing I need is a bath. And then... who knows?"

You leave the Guild, wondering where your adventures will take you next...

Take 300 xp for the successful completion of this quest. If you have completed "Shadows Gather" also, this should put you to level 3! Well done! You could now go on to play the *Tyrant of Zhentil Keep* solo gamebook, or wait for the next instalment in the *Tables of Doom* solo adventure system!

BRAIN DEAD

TABLES

CLUE TABLE (D10 roll) Reroll for repeats.

ROLL	CLUE	EFFECT
1-2	You find several bodies – an adventuring party, but not terribly experienced by the looks of things. They bear slash wounds and have arrows sticking out of them. So whatever killed them was wielding weapons – probably humanoid.	If a humanoid creature tries to gain a surprise attack on you during this quest, you have +1 to your AC for that attack.
3-4	You find a pouch containing fungi, which can only be from much further below, probably from the Underdark. How did this come to be here? The pouch is embroidered with an image of Lolth, the spider queen. It seems that this sewer is linked to the Underdark.	This pouch probably belonged to a drow scout. What would bring a drow scout this close to the surface? Was it tracking something? Or someone? You may choose to eat the fungi, but first you should probably do a nature check on it. Go to entry 18.
5-6	You find the body of a female drow, possibly a scout. The scene is extremely grisly. The entire top of her head is missing, and her brain has been removed. But, an extremely lucky find – she has in her belt a dagger which appears magical, and is engraved with images of spiders. The grip is the body of an elongated spider, with the legs forming a kind of multi-pronged quillon.	This is a magical +1 dagger which might prove useful! It is probably worth a bit too, being so ornate. You estimate the worth at 500 gp, at least. You also make the observation that this sewer could be linked to the Underdark. If Jaro is with you, he confirms this.
7-8	You find a blood-spattered journal from none other than Westgate's Royal Mage Aylma Silverhair, who was missing presumed dead down here. In this she records what she encountered in the Catacombs. Apparently she stumbled upon an old, hidden study, that used to belong to an eccentric nobleman named Legrass Witherwood. Aylma uncovered that he was a worshipper of the Ilithid race, and had delved deeply into their customs, being fascinated with their lore. Eventually he gave his brain willingly over to the Ilithid, who turned him into an intellect devourer and tasked him with collecting living objects of sacrifice to Ilsensine.	It appears that Aylma may have uncovered a big part of the mystery behind the happenings in the Catacombs. This grisly find could potentially be quite important.
9-10	Graffiti on the wall in Dwarvish! You move closer to try and read it...	Do you (or Jaro) know Dwarvish? If so, go to entry 15. If not, there is little you can do here – resolve facets and roll location.

ENEMY TABLE (D6 roll) Reroll for repeats.

ROLL	RESULT	NUMBER
1	Rat Swarm	1
2	Braindead Kobold Patrol	1
3	Carrion Crawler	1d6-3 (minimum 1)
4	Zombie	1 per PC / NPC
5	Cadaver Hound	1d4
6	Grimalkin	1

LOOT SOURCE (D6 roll) Reroll for repeats.

Roll	Result	Entry
1-2	Loot Lying About	Table L1
3-4	Adventurer Corpse	Table L2
5-6	Tomb loot	Table L3

**L1: LOOT LYING ABOUT (D8 roll)
Reroll for repeats (except 1-2)**

Roll	Result	Worth
1-2	Dropped money. 5d20 sp	As rolled
3-4	Embalming fluid in a vial	25 gp
5-6	A ring of silvered keys	30 gp
7-8	Unopened cask of brandy	80 gp

L2: ADVENTURER CORPSE (D10 Roll) Reroll for repeats (except 1-2)

Roll	Result	Worth
1-2	5d10 GP in a pouch	As rolled
3-4	1d4-2 Potions of Healing (minimum 1)	150 gp per potion
5-6	Large Garnet Gemstone	150 gp
7-8	Potion of Hill Giant Strength	750 gp
9-10	Engraved silver goblet	80 gp

L3: TOMB LOOT (D10 roll)

Roll	Result	Worth
1-2	Set of ornate jade figurines in a box	230 gp
3-4	Engraved Brass Mug	100 gp
5-6	Golden Signet Ring	80 gp
7-8	Bejewelled Ivory Drinking Horn	600 gp
9-10	2d4 semi-precious gems	100 gp each

RANDOM EVENT TIMING TABLE (D6)

Roll	Timing
1-2	Event happens as you enter location.
3-4	Event happens while you are in the middle of a combat encounter, or after you have resolved trap effects if there is no combat encounter.
5-6	Event happens as you are leaving location.

RANDOM EVENTS (note on your character sheet) Reroll for repeats

D8 Roll	Event	Effect
1	Your progress causes a chunk of masonry to fall out from the wall, revealing a hidden alcove. Inside is a small casket.	To discover the contents of the casket, roll once on the "Tomb loot" sub table.
2	You feel a strange sensation, as if something is probing your mind. Thoughts come unbidden, like your mind is remembering for you, without you willing it to! It is like someone is flicking through your memories like the pages of a book!	No effect other than you becoming very unsettled. What is causing this?
3	A halfling passes, whistling merrily to himself, and challenges you to a game of chance! You can choose to accept or not. If you accept, go to "Effect". If this happens during combat, he waits until you are finished!	Make two 2d6 rolls, the first for you, the first for the halfling. Highest wins. Multiply the difference between the high and low throws by 10 to determine what the loser owes the winner! (If this happens during combat, the halfling waits till combat is over to challenge you!)
4	An elf appears in the passage ahead, and approaches you with a distressed look on his face. "Run!" he cries. "The boulder trap! The boulder trap!" And then turns and sprints past you.	Make a perception check, DC 12. If you are successful, you notice that there is no boulder approaching, and in fact this crafty elf has just pickpocketed you for 2d20 gold!
5	A giant slug crosses your path, unthreateningly. It leaves behind a sticky yellow slime.	A nature check (DC 9) reveals that the slime in fact has healing properties when smeared topically on wounds. One application will heal 1d6+2 hp, and if you have empty vials, you will be able to collect enough for two applications.
6	Ahead, you see a cave-in occur in the passage!	You must backtrack to the last exit you didn't take, and roll on the location table for that direction.
7-8	Something is beckoning you closer, calling to you it seems. In your head you can hear an ethereal voice, whispering, "this way, this way..." But you can't tell if it is your instinct or something else.	Whatever the case, it seems you are on the right track. If you so wish, follow this voice and deduct one from your Questability. Or not.

SECRET DOOR (SD) TABLE (D8 roll)

Reroll for repeats.

Roll	Result	Entry
1-2	Hidden Tomb	SD 1
3-4	Oracle chamber	SD 2
5-6	Secret pantry.	SD 3
7-8	Waiting room.	SD 4

TRAP TABLE (D8 roll) Reroll for repeats. Roll on location table (below)

Roll	Result	Entry
1-2	There is a sudden tremor, and chunks of masonry fall from the ceiling. DC 12 dex save or you and Jaro take 1d6+3 bludgeoning damage.	None
3-4	A small statue of a mind flayer is set in an alcove. Something about it is making you uneasy...	T1
5-6	Spear Trap.	T2
7-8	Trench of Acid.	T3

NOTE: If Jaro is with you, he must make all saves relating to these traps also.

TRAP LOCATION TABLE (D6)

Roll	Location	Effect
1-2	Your entry point to this location.	Any enemies get one free attack with advantage at beginning of encounter.
3-4	The middle of the location.	Triggered during any enemy encounter, 1d4 rounds into the battle.
5-6	At the exit point from this location.	Encounter as you are leaving, after any enemy encounter.

BRAIN DEAD: COMBAT SHEETS

COMBAT SHEET: CRAWLING CLAW

CRAWLING CLAW

Tiny undead, NE

Armour Class 12

Hit Points 2

Speed 20 ft., climb 20 ft

STR

13 (+1)

DEX

14 (+2)

CON

11 (+0)

INT

5 (-3)

WIS

10 (+0)

CHA

4 (-3)

Damage Immunities Poison
Condition Immunities charmed,
exhausted, poisoned

Senses Blindsight 30ft, Passive
Perception 10

Languages Understands Common
but can't speak

Turn immunity The claw is immune
to effects that turn undead.

ATTACKS

Claw Melee Weapon attack: +3 to
hit, reach 5ft, one target. *Hit:* 1d4+1
bludgeoning or slashing damage.



The hand launches itself toward you, trying to rip into your skin with its yellowed claws.

TACTICS & NOTES

1. Roll initiative.
2. The claw starts in the sarcophagus but moves out of it to attack you. One good hit should take care of it.

If you kill the claw, move on to the next location.

JARO (NPC)

Human wizard (Evoker), Level 3, NG



Armour Class 12

Hit Points 20 (3d6)

Speed 30 ft.

STR 9 (-1)	DEX 14 (+2)	CON 15 (+2)
INT 16 (+3)	WIS 13 (+1)	CHA 11 (+0)

Skills Arcana +5, History +5, Insight +3, Medicine +3

Saving Throws Int +5, Wis +3

Senses PP 11

Languages Common, Dwarvish, Elvish, Goblin

Arcane Recovery Regain spell slots totalling 2 levels after short rest once per day.

Spellcasting Jaro is a 3rd level spellcaster. His spellcasting ability is intelligence (spell save DC 13, +5 to hit with spell attacks). Jaro has the following spells prepared:

Cantrips (at will): Light, Ray of Frost, Blade Ward

1st Level (4 slots): Mage Armour, Magic Missile, Comprehend Languages, Witch Bolt

2nd Level Misty Step, Shatter

ACTIONS

Quarterstaff *Melee Weapon Attack*, +1 to hit, reach 5 ft., one target. *Hit*: 1d8+1 bludgeoning damage (two-handed).

Dagger *Melee or Ranged Weapon Attack*, +4 to hit, reach 5 ft., one target. *Hit*: 1d4+2 piercing damage.

Ray of Frost Cantrip *Ranged Spell Attack*, +5 to hit, targets one creature or object within 60 ft. *Hit*: 1d8 cold damage and target's speed reduced by 10 ft for one round.

Ramelee attack, +4 to hit, range 5 ft, one target. *Hit*: 1d8+2 bludgeoning damage

COMBAT SHEET: GRIMLOCK

GRIMLOCK

Medium Humanoid, NE

Armour Class 11

Hit Points 11

Speed 30 ft.

STR

16 (+3)

DEX

12 (+1)

CON

12 (+1)

INT

9 (-1)

WIS

8 (-1)

CHA

6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities blinded

Senses Blindsight 30ft or 10 ft while deafened, Passive Perception 13

Languages Undercommon

Blind Senses The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell The grimlock has advantages on perception checks that rely on hearing or smell.

Stone Camouflage The grimlock has advantage on stealth checks made to hide in rocky terrain

ATTACKS

Stone Axe *Melee Weapon attack:* +5 to hit, reach 5ft, one target. *Hit:* 1d4+3 bludgeoning damage + 1d4 piercing damage.



Swinging its crude stone axe, the grimlock's nose twitches as it tracks your position, as accurately as if it had eyes.

TACTICS & NOTES

1. Spawn the grimlock 1d4 spaces from you.
2. Roll initiative.

If you kill the grimlock, move on to the next location.

COMBAT SHEET: SKELETAL WARRIOR

SKELETAL WARRIOR

Medium Undead, LE

Armour Class 13 (ragged leather)

Hit Points 16

Speed 30 ft.

STR

12 (+1)

DEX

14 (+2)

CON

15 (+2)

INT

6 (-2)

WIS

8 (-1)

CHA

5 (-3)

Skills Acrobatics +4

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60ft, PP 9

Languages Understands languages it knew in life but can't speak.

Action Surge Once per day, the skeletal warrior can use a bonus action to make a second attack.

ATTACKS

Shortsword *Melee Weapon attack:* +3 to hit, reach 5ft, one target. *Hit:* 1d6+1 slashing damage.



Lurching towards you through the fetid water, the skeletal warrior brandishes a shortsword. It seems angered at your presence here!

TACTICS & NOTES (Use MAP 13)

1. Place your token somewhere within the middle room, not in the pool. Spawn the skeletal warrior 1d6 squares from you, within the pool. Roll initiative.
2. The skeletal warrior moves towards you and attacks with shortsword. The first time it misses an attack on you, it uses its action surge to attack again.

If you kill the skeletal warrior, go to entry 14.

COMBAT SHEET: RAT SWARM

RAT SWARM

Medium Swarm of Tiny Beasts,
unaligned

Armour Class 10

Hit Points 24

Speed 30 ft.

STR

9 (-1)

DEX

11 (+0)

CON

9 (-1)

INT

2 (-4)

WIS

10 (+0)

CHA

3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30ft, PP 10

Languages -

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 point.

ATTACKS

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



A mass of fur and gnashing teeth, the rats crawl over you, biting, scratching, and screeching in their horrible voices.

TACTICS & NOTES

1. Spawn the rats on your square – they immediately occupy your space and begin attacking. Roll initiative.
2. Note the resistances, and the fact that the swarm only inflicts half the damage once its hp drops to 12.

If you kill the swarm, resolve any remaining facets and then move on to the next location.

COMBAT SHEET:

BRAINDEAD KOBOLD PATROL

BRAINDEAD KOBOLD

Small humanoid, LE

Armour Class 12

Hit Points 5

Speed 30 ft.

STR

7 (-2)

DEX

15 (+2)

CON

9 (-1)

INT

8 (-1)

WIS

7 (-2)

CHA

8 (-1)

Senses darkvision 60ft, PP 8
Languages Common, Draconic

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

Braindead The kobolds have no control over their own minds, being completely brain dead – in some sort of trance. For this reason, they are immune to psychic damage and any enchantment spells.

ATTACKS

Shortsword *Melee Weapon Attack:* +0 to hit, reach 5ft, one target. *Hit:* 1d6-2 slashing damage.

Spear *Melee Weapon Attack* +0 to hit, range 5 ft., one target. *Hit:* 1d6-2 piercing damage.



With vacant eyes, the kobolds advance. You steel yourself for what looks like a vicious fight.

TACTICS & NOTES

1. Go immediately to entry 19.
2. Note the mage's sheet over the page. Spawn the three members of the kobold patrol 1d8 squares from you. Roll initiative.
3. Note the "Pack Tactics" feat. The kobolds attempt to flank you whenever their movement allows it, without incurring attacks of opportunity.
4. The mage attacks Jaro with two magic missile spells as his first two actions.
5. Play Jaro as you see fit.
6. One of the warriors bears a spear, one a sword, but otherwise they share the same stat block.
7. If you are victorious, proceed to your next location (after resolving any remaining facets).

BRAINDEAD KOBOLD MAGE

Small Humanoid caster, LE



Armour Class 10

Hit Points 5

Speed 30 ft.

STR 7 (-2)	DEX 15 (+2)	CON 9 (-1)
INT 8 (-1)	WIS 7 (-2)	CHA 8 (-1)

Senses darkvision 60 ft., PP 8

Languages Common, Draconic

Braindead The kobolds have no control over their own minds, being completely brain dead – in some sort of trance. For this reason, they are immune to psychic damage and any enchantment spells.

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

ACTIONS

Fire Bolt Cantrip *Ranged spell attack*, +5 to hit, targets one creature or object within 120 ft. *Hit*: 1d10 fire damage and unattended flammable objects catch on fire.

Magic Missile (2 slots) *Ranged spell attack*, hits automatically, 3d4+3 force damage.

Ramelee attack, +4 to hit, range 5 ft, one target. *Hit*: 1d8+2 bludgeoning damage

COMBAT SHEET: CARRION CRAWLER

CARRION CRAWLER (LESSER)

Large monstrosity, unaligned

Armour Class 13

Hit Points 32

Speed 30 ft.



Its multiple legs bristling, the carrion crawler scuttles towards you, eager to create another corpse it can feast on!

STR

14 (+2)

DEX

13 (+1)

CON

16 (+3)

INT

1 (-5)

WIS

12 (+1)

CHA

5 (-3)

Skills Perception +3

Senses darkvision 60ft, PP 13

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

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

ATTACKS

Multiattack The carrion crawler makes two attacks (if it can): one with its tentacles and one with its bite.

Tentacles *Melee Weapon Attack* +8 to hit, reach 10 ft., one target.

Hit: 1d4+2 poison damage, and the target must succeed on a DC 13 con save or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

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

TACTICS & NOTES

1. The carrion crawler spawns 1d8 squares from you, on the ceiling. Roll initiative
2. The carrion crawler keeps its distance, attacking primarily with its tentacles. The ceiling here is 10 ft high. It stays directly above you, and unless you are very tall (eg Goliath PC) it will need to be hit with ranged attacks.

COMBAT SHEET: GRIMALKIN

GRIMALKIN

Medium monstrosity, neutral

Armour Class 12

Hit Points 25

Speed 40 ft.

STR 9 (-1)	DEX 12 (+1)
CON 11 (+0)	INT 8 (-1)
WIS 13 (+1)	CHA 12 (+1)

Skills Stealth +3, Perception +3, Intimidation +5

Senses darkvision 60ft, PP 13

Shapeshifter The grimalkin takes on many forms, often to please its master, but its preferred form is its natural one – a large grey-blue housecat. It takes on a more intimidating form when getting ready to attack.

Menace When the grimalkin or the treasure it guards are threatened, it will attempt to scare the threat away by assuming a cat form significantly more vicious-looking than its normal form. It uses an action to intimidate. The DC is the target's wisdom score, and if it is successful the target becomes frightened.

ATTACKS

Multiattack The grimalkin makes two attacks: 1 with its bite and 2 with its claws.

Bite *Melee Weapon Attack* +1 to hit, reach 5 ft., one target. *Hit:* 1d6+1 piercing damage.

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



The Grimalkin seems to grow in stature slightly, and its face becomes elongated, evil-looking, as it prepares to attack. It bares its teeth menacingly and crouches, ready to pounce on you. Those claws look like they could do some damage!

TACTICS & NOTES

1. Go immediately to entry 16.
2. The grimalkin spawns 1d4 squares from you.
3. The grimalkin uses its first action to attempt its **Menace** feat. Its intimidate roll must exceed the highest wisdom score out of you and Jaro (if he is still with you). If it fails this, it will not attempt to use this feat again.
4. Thereafter, the grimalkin will attack using bite and claws.

If you win, go to 81.

COMBAT SHEET: GHOUL

GHoul

Medium Undead, CE

Armour Class 12

Hit Points 22

Speed 30 ft.



STR

13 (+1)

DEX

15 (+2)

CON

10 (+0)

INT

7 (-2)

WIS

10 (+0)

CHA

6 (-3)

Condition Immunities poisoned, charmed, exhausted

Senses darkvision 60ft, PP 10

Languages Common

ATTACKS

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

Claws *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 2d4+2 slashing damage. If the target is a creature other than an elf or Undead, it must succeed on a DC 10 Constitution saving throw or be Paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TACTICS & NOTES

1. Spawn the ghoul one square to the right of the sarcophagus. Roll initiative.

If you are victorious you may search the casket, if you can brave the maggots, which are teeming in there.

Make an investigation check, DC 12. If successful, you may roll once on the Tomb Loot sub table.

When ghoul attacks, roll d4. 1-2 :Bite, 3-4:Claw

COMBAT SHEET: ZOMBIE

ZOMBIE

Medium Undead, NE

Armour Class 8

Hit Points 22

Speed 20 ft.

STR

13 (+1)

DEX

6 (-2)

CON

16 (+3)

INT

3 (-4)

WIS

6 (-2)

CHA

5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft, PP 8

Undead Fortitude If damage reduces the zombie to 0 hit points, it must make a con save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ATTACKS

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



Slowly, dumbly, the zombie ambles towards you, making a low groaning noise. Time to put this resident of the Catacombs to sleep – permanently!

TACTICS & NOTES

1. Spawn the zombie 1d6 squares from you. Roll initiative.
2. Note the Undead Fortitude feat.
3. Note the reduced movement speed. If you have ranged attacks this encounter should be very easy. However if you move out of its melee range, keep in mind that it will get an attack of opportunity.

COMBAT SHEET: CADAVER HOUND

CADAVER HOUND

Medium Beast, NE

Armour Class 12

Hit Points 11

Speed 40 ft.

STR

12 (+1)

DEX

15 (+2)

CON

9 (-1)

INT

8 (-1)

WIS

10 (+0)

CHA

5 (-3)

Damage Immunities acid

Damage Resistances necrotic

Senses darkvision 60ft, PP 10

Acid Vomit In order to reduce bones to an edible slop, the hound secretes an acid in its mouth which adds extra damage to bite attacks.

Pack Tactics The hound has advantage on an attack roll against a creature if at least one other hound is within 5 ft. of a creature and the hound isn't incapacitated.

Corpse Feed (once per day) The hound can use an action to take a chunk of flesh out of a corpse to regain 1d6 hp, once per day.

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

ATTACKS

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., one target. *Hit:* 1d4+1 piercing damage and 1d4 acid damage.



This red-eyed hound whips its head around towards you. You have interrupted it in its feeding, and it is not happy! Still, two meals are better than one... it drops from the boulder on which it is perched and begins stalking towards you...

TACTICS & NOTES

1. Spawn each hound 1d6 squares from you, then spawn the adventurer corpse 1d4 squares beyond that. Roll initiative.
2. Note the increased movement speed.
3. If there is more than one hound, they will attempt to flank whoever is easiest to flank, placing themselves one on each side.
4. If a hound drops to less than 5 hp it will use an action to feed on the adventurer corpse nearby, regaining 1d6 hp.

If you are victorious you may loot the corpse for treasure. Roll once on the Adventurer corpse table. Then resolve any remaining facets and proceed to the next location!

COMBAT SHEET: INTELLECT DEVOURER

INTELLECT DEVOURER

Tiny Aberration, LE

Armour Class 12

Hit Points 30

Speed 40 ft.

STR

6 (-2)

DEX

14 (+2)

CON

13 (+1)

INT

12 (+)

WIS

11 (+0)

CHA

10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances damage from non-magical weapons

Condition Immunities blinded

Senses blindsight 60 ft (blind beyond this radius), PP 12

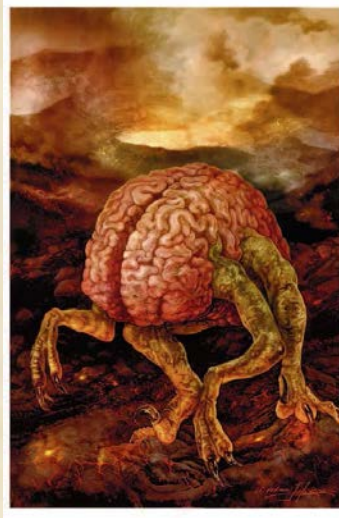
Detect Sentience The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

ATTACKS

Multiattack The intellect devourer makes one attack with its claws and uses Devour Intellect.

Claws *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Devour Intellect The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.



Having gathered itself, the bizarre-looking intellect devourer turns and faces you, and prepares to attack. Slowly you feel the psychic power of the insane little beast try to creep into your conscious mind!

TACTICS & NOTES (USE MAP 18)

1. If you have already hit the Intellect Devourer with an attack, note the resistance to non-magical weapons.
2. Spawn the devourer on the token marked "I". Roll initiative. Spawn your PC and Jaro (if alive) at the south entrance on the appropriate tokens.
3. Note the devourer's increased movement speed.
4. The Intellect Devourer will first attempt its Devour Intellect feat, unless it has already tried and failed due to you being protected by a Protection from Evil and Good Spell, or wearing the enchanted tinfoil hat (in which case it moves 80 ft away from you, around to the north side of the pool). If it failed due to a successful saving throw on your part, it will try to use the feat again as it sensed there was a struggle, rather than that its attack did not penetrate your defenses.
5. The devourer summons a braindead minion as a free action at the end of its first turn. Waiting in the shadows is a braindead ogre (stats over). Follow the directions given there.

If you are victorious, go to entry 132.

COMBAT SHEET: BRAINDEAD OGRE

BRAINDEAD OGRE

Large Giant, CE

Armour Class 11

Hit Points 59

Speed 40 ft.

STR

19 (+4)

DEX

8 (-1)

CON

16 (+3)

INT

5 (-3)

WIS

7 (-2)

CHA

7 (-2)

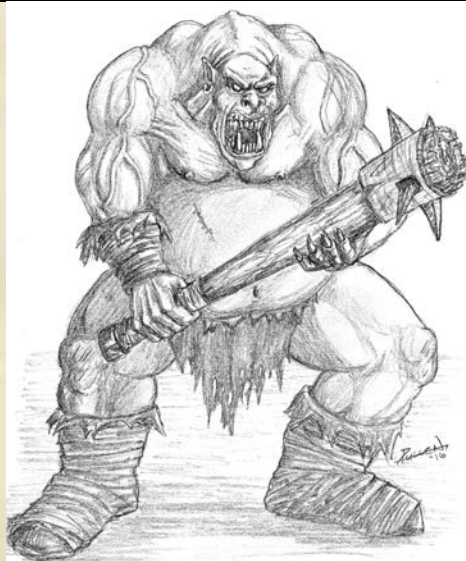
Damage Immunities psychic
Condition Immunities charmed, frightened

Senses darkvision 60ft, PP 8

Braindead The ogre has no control over its own mind, being totally in thrall to the Intellect Devourer. For this reason, it is immune to psychic damage and any enchantment spells.

ATTACKS

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



From out of the shadows the ogre comes lumbering towards you, its every move dictated by the whims of the strange little brain with legs! Easily dominated perhaps, but maybe not so easy to put down...

TACTICS & NOTES

1. Spawn the ogre on the four squares that have "O" at their centre. Roll initiative for the ogre and bring him into the turn order.
2. Remember with large creatures, their token measures 10 ft x 10 ft. Their token should reflect this.
3. Note the increased movement speed. Also, the ridge on which the ogre stands is about 7 feet higher than the ground to the left of it. Melee attacks from the left of the ogre's spawn point are impossible, unless you have reach.
4. Even after the Intellect Devourer is killed, the ogre will go on fighting mindlessly.
5. Once the ogre deals or takes 20 damage, the devourer will re-enter the fray, if not already in it. If its Devour Intellect feat is not having any effect, it will use its claw attack instead.
6. If the devourer is killed before it attacks, the ogre instantly enters combat – in fact, the devourer has now entered its brain as a final attempt at survival!