

REVENOR'S RING



**A 5TH EDITION SOLO ADVENTURE
FOR A LEVEL 3 PLAYER CHARACTER**

Revenor's Ring

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REVENOR'S RING

Klauth's Curio is a D&D 5th Edition Adventure designed for Revenor's the 3rd level Eldritch Knight as described in the character appendix at the end of this adventure. However, you can still use your own character if he or she is of similar level and similarly equipped. While most creatures come directly out of the Monster Manual, some changes were made for story and game play purposes.

Checks and combat run the same as in a normal D&D game. Initiative is checked at the start of each combat encounter unless otherwise stated. Most creatures attack on sight, fight to the death, and are normally not dissuaded to fight unless otherwise noted in the text. Finally, long rests are not allowed and your hero can only take a short rest when he/she are out of combat. Note: you will need the PHB to cast some of the spells Revenor has memorized or may have the opportunity to cast throughout the adventure.

There may be certain situations where the option to escape combat is given in the text. Your character may attempt to escape only when the option is given. Per D&D rules, thier opponent may take an attack of opportunity if they have not taken the Disengage action prior to escaping.

Magical armor and weapons work as they normally would. Revenor may find certain items in this adventure that may cast a spell beyond his ability or allow him to take an action that he normally wouldn't be able to.

TOMB OF ANNIHILATION

This adventure takes place during the events of the Tomb of Annihilation Adventure. The adventurer is yet another curious soul looking to see what riches can be had, throwing caution to the wind despite whisperings of a death curse, disease, and turtle people. Note: for purposes of solo gameplay, any mechanics found in the Tomb of Annihilation published adventure related to the death curse are not applicable here.

THE ADVENTURE BEGINS

Nearly two years ago, you left your home in the Cormanthor Forest and joined a party of adventurers to seek your fortune. For a time, there was much adventure to be had within Myth Drannor and the Dales, but the discovery of a treasure map eventually led your group to the jungles of far away Chult, where adventuring was much different from back home.

The harsh, merciless environment was like nothing you had ever experienced, and soon you longed for home. When the opportunity presented itself, you explained your feelings to your friends and bid them farewell. Refusing to take a magical sword offered you because the party had greater need of it, you asked for nothing more than money enough to get home, a couple of spell scrolls, and a bandit chieftain's moonstone ring fashioned in the shape of a cobra.

After many days of travel across the humid jungle, you eventually make your way to Port Nyanzaru. With a three day wait until the next vessel sails for the city of Athkatla, you paid for lodgings in one of the city's better inns.

Wearied from the long, restless journey, you stored most of your gear in a closet and collapsed into bed, falling deeply asleep. With a start, you awake, certain that someone has called your name. Grasping the hilt of the silver dagger you always keep beneath your pillow, you turn to see who has entered your room. The entire chamber is bathed in the silvery light of the full moon gleaming through an open window, yet no one is visible.

Then your name is called again, and you realize it comes from your ring, which emits a ghostly white glimmering in the moon's radiance. "Who are you?" you ask in surprise. "I am Dazem," comes the soft answer, "a djinni whose soul was long ago divided and bound into two rings by Mondak Zahn, master of dark sorceries. For years, he forced me to obey his commands, until his enemies at last ended his reign of evil by sealing him alive within a chamber of his ivory palace deep in the jungle.

In the battle, his right hand - and the ring you now wear - was sundered from him, and I fell to a succession of owners until you took me from the bandits.

“Because I sense you are one of good heart, I have revealed my existence to you, to beg your help in setting me free. If you are willing, I can take you to Mondak Zhan’s palace. There you could free me by finding the chamber in which Mondak Zahn died, joining the two rings, and reuniting me with my other half.

“I will not lie to you, and I warn you that the palace may yet be guarded by the remnants of his evil sorceries. But while there may be great danger, there may also be great reward for you if you succeed in your quest. I have thus revealed my secret, which I have kept from all the others who have owned me those who did evil or were selfish or too faint of heart to aid me.”

“And I would tell you last of all that, because I am separated from the other half of my soul, my powers are weak and may be used only during the times of full moon. Even so, I am empowered to aid you one time if you call upon me but do so wisely, for the cost to both of us could be great. Will you now aid this unwilling slave to be set free?” Go to **1**.

1

“I don’t care about any reward;’ you reply. ”I wouldn’t want to be a slave, bound in a ring. I’m willing to help you, but are you certain I can do the job? And how will I find the room that holds the other half of the ring?”

“Your courage alone is a great weapon;’ the ring replies.”Use it together with wisdom, and no enemy will prevail over you. As to the chamber holding my other self, I am blinded to its location. I know only that it lies within the palace where I shall take you. Now hurry! My power weakens with the dawn, and we have far to go before then. Step onto the carpet lying before your bed.”

Looking down at the foot of the bed, you see a carpet some 6’ long and 4’ wide.

If you obey the djinni and immediately step onto the carpet, go to **10**. If you get dressed first and retrieve your equipment, go to **13**.

2

As you near the city, it becomes clear that once many people must have lived here, for there are remains of quite a few structures, although most of the smaller buildings have fallen to rubble from the long period of neglect. While passage is somewhat difficult as most streets are filled with rubble, the wide stone avenue you are now approaching extends almost unobstructed to the intact pyramid.

If you want to explore the areas of rubble, go to **28**. If you would rather explore the area around the pyramid, go to **16**. If you turn around and walk east in the direction the carpet was last heading, go to **6**.

3

You’re not going to risk life and limb on anything that’s not directly related to the quest and you know things are not always what they seem in Chult! The carpet, meanwhile, continues on toward the rising sun, and eventually heads downward, landing upon a clearing in the jungle.

“We are here:’ comes Dazem’s voice.”The palace lies to the west of this clearing. With the dawn, I weaken and can give you little aid. If you find the chamber containing my other self, place the rings together and command my release, and I shall be freed. But be wise - the enchantments yet protecting the palace may prove deadly. Proceed cautiously, and may fortune smile upon our quest.” Go to **40**.

4

Curiosity has always been one of your traits, and this is too good an opportunity to miss. If you climb the rope hanging down from the opening, go to **34**. If you prefer to use your own rope and grapple, go to **12**.

5

The gallery leads you 30' into the pyramid before you discover it has been sealed off with gigantic blocks of lime stone weighing many tons. But to the side, a small passage has been chiseled away. Squeezing through and upward, you discover another gallery, the floor of which must be the tops of the limestone blocks preventing passage from below. You continue on for about 100' until you reach a dead end where another tight passage leads down, presumably beyond the obstruction. You have a very uncomfortable feeling.

If you wish to continue exploring, go to **18**. If you decide that whatever evil doubtlessly awaits can go on waiting while you leave the pyramid, go to **25**.

6

You begin what you hope will not be too long a walk, for the sun is rapidly becoming unbearable. Make a DC 13 Survival Check. If the roll is successful, go to **40**. Otherwise, go to **23**.

7

You find yourself looking at a giant scorpion behind a mound of rubble. It notices you and begins to approach, pincers clacking and needle-sharp tail quivering.

If you draw your sword and fight, go to **11**. If you prefer to use your sleep spell scroll, go to **17**. If you'd rather use your mirror image scroll and then attack, go to **15**. Or, if you call on Dazem for aid, go to **19**.

8

You swing your trusty blade in the mummy's face, but your blows only do half damage to the supernaturally powerful creature. If you now use your torch against the mummy, go to **43**. If you have picked up the glowing sword and try it against the mummy, go to **26**. Or maybe you should call on Dazem for aid (go to **19**).

9

The scorpion swarms at you with its pincers and deadly tail. Dodging as best you can, you make several lunges at it, each failing to penetrate the creature's thick body armor. Then, at last, you discover a soft spot in the chitin and, making a perfectly timed lunge, you thrust your sword upward through its jaw and into the brain cavity.

For a moment, the monster stares at you with unseeing eyes. Then it falls to the ground with a thud. You prod it with the toe of your boot to satisfy yourself that it is quite dead, and then proceed to search the area.



Your scrutiny reveals no treasure of any sort. If you now choose to explore near the pyramid, go to **16**. If you think it's time to leave the city and head east, go to **6**.

10

Swiftly, the carpet rises and floats out the window. "I hope you know that I don't have any of my gear," you call out while grasping tightly to the edges of the rug. The djinni in the ring chuckles. "You didn't think I would ask you to face Mondak Zhan's palace in your nightclothes, I hope? Look back!"

Glancing behind, you notice your pack and the rest of your gear floating in mid-air. Keeping one hand tightly secured to the carpet, you snag every thing and start to dress.

“Remember:’ Dazem warns, “My powers weaken with the coming of dawn, but I can aid you one time. May your quest be successful for us both!” Go to **31**.

11

You realize that this is a fearsome foe, but your sword arm has never failed you yet. Roll for initiative and begin combat.

Giant Scorpion: AC 13; Speed 40; hp 23, ; ACTIONS: Multiattack. The scorpion makes three attacks: two with its claws and one with its sting. Claw Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 4 (1d4 + 2) bludgeoning damage. Sting. Melee Weapon Attack: +4 to hit, reach 5 ft. , one creature. Hit:4 (1d4 + 2) piercing damage, and the target must make 1 a DC 12 Constitution saving throw or be poisoned until the end of the target’s next turn.

If you kill the scorpion, go to **9**. If the scorpion kills you, go to **108**. If the fight looks hopeless and you decide to call on Dazem for help, go to **19**.

12

Make a DC 10 Dexterity Check to snag the grapple on a secure anchorage. If you succeed, go to **42**. If your Dexterity fails you, try the hanging rope (go to **34**), give up and head eastward (go to **6**).

13

“First things first; • you answer.” It wouldn’t do to go on an adventure in my nightclothes with nothing more than a dagger! You’ll have to wait a minute.’ After dressing and hurriedly grabbing your things, you jump aboard and barely have time to toss a platinum piece onto the bed to cover the carpet’s cost as you lift up from the floor and begin moving out the window. “At least you could have waited for me to put my boots on;’ you exclaim, peering down upon the darkened city.

“There is no time to waste;’ the djinni answers.” Before the dawn comes and my powers wane, I want to make sure you arrive safely at Mondak Zhan’s ivory palace. But at worst, I shall at least get you near it.” Go to **20**.

14

The hieroglyphics read, “The hand of death be upon those who disturb the sleep of the entombed:’ Go back to **37** and decide what to do next.

15

Three mirror images of yourself appear, and you gain the benefits of the spell. Go to **11** and conduct combat.

16

As you draw near the pyramid, you discover something interesting. An opening exists halfway up the structure, from which hangs an old rope. The bones of a few raptors lie on the ground below the pyramid, where they apparently were securely tethered and then abandoned.

If you try to find a way up the pyramid, go to **4**. If you’d rather leave the city and head east, go to **6**.

17

With the calm you’ve learned from hard experience, you intone a droning series of syllables even as the scorpion advances toward you. Then, just as it rears up to strike, the creature sinks downward into the sand and lies still. Quickly, you bury your sword in its head. After satisfying yourself that the scorpion is quite dead, you search the area but find no treasure. If you choose to explore near the pyramid, go to **16**. If you decide to leave the city, go to **6**.

18

Nervously, you creep down, coming out before a large copper doorway with many strange hieroglyphs and symbols etched into its surface. Three wax seals upon the door have been broken, and a rope binding the double door handles has been cut and tossed aside.

Prepared for danger, you pull one of the handles and the door pivots open. In the torchlight, you see the remains of four tomb robbers spread around a stone sarcophagus at the chamber's center.

Next to the doorway lies a glowing sword. If you go in and search the bodies, go to **32**. If you retrieve the sword and depart, go to **27**. If you decide to examine the sarcophagus, go to **37**.

19

Instantly, a whirlwind engulfs you, carrying you out of the city and high into the sky. Over the jungle you sail until you are deposited before what is obviously Mondak Zhan's ivory palace. "You should have avoided the city," Dazem's feeble voice speaks. "I am greatly weakened now, and I fear my strength will not return until I am reunited with my other self. I can do no more now than wish you luck.

When you find the other portion of the ring, place the two together and command my release. Then I shall be free.."

With that, Dazem's voice fades away, leaving you alone. Go to **40**.

20

You fly all night on the carpet, crossing the sea and penetrating deep into the jungles you so eagerly departed just a few days ago. Then, as dawn starts to break ahead of you, the carpet begins to shake and quickly loses altitude.

Holding on for dear life, you are unceremoniously dumped in the middle of a clearing in the jungle. While dusting yourself off, you notice the remnants of an ancient city below you. There is no sign of any ivory palace, but at the center of the city lies an intact pyramid amid the ruins of what may have been temples.

If you decide to explore the city go to **2**. If you start walking eastward, the direction the carpet was flying before it crashed, go to **6**.

21

With a grating sound, the lid begins to slide away. Then, to your horror, a foul dust that reeks of the dead rushes past you, followed by a roar you wish you never heard. Make a DC 13 Con Save. If you fail, you are poisoned until the start of your next turn, and the mummy attacks first. If your Saving Throw is successful, roll initiative and conduct combat.

Mummy: AC 11, HP 15, Speed 20. Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Actions: Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 2) bludgeoning damage plus 1 necrotic damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points unless the hit points are restored by magical means. The curse lasts until removed by the remove curse spell or other magic, including the fountains found in the ruins of Mondak Zahn's palace.

If you attack with your own sword, go to **8**. If you have the glowing sword, go to **26**. If you swing your torch at the mummy, go to **43**. If you call on Dazem for aid, go to **19**.

22

Inside the sarcophagus you discover a golden headband fashioned - like your ring - in the shape of a cobra. A copper scepter capped by a golden eagle lies on a moldering pillow. As you grasp the scepter, knowledge comes to you that it allows you to befriend the snakes here at the white palace. Go to **25**.

23

Unlike the forests, there are no mossy trees here to help you tell the direction you're heading, and soon you begin to stray.

Make a DC 13 Con Saving Throw or take 2 hit points damage from heat exposure. If your hit points fall to zero or lower, go to **108**. If you still survive, go back to **6** and make another Survival Check.

24

The carpet obeys your command to land and gently sets down on the outskirts of an ancient city abandoned perhaps for centuries. Most of the buildings are now rubble, yet at the center of the city rises an intact pyramid.

If you want to explore the city, go to **2**. If you think it is better to forget the city and fly on, go to **29**.

25

You make it back to the outside without incident. It is now early afternoon, and you pause to take a drink of water before fastening your grappling hook and descending. You free your grapple with a flick of your wrist, coil your rope, and begin walking east, the last direction the carpet was heading. Go to **6**.

26

The sword does full damage against the creature, with a +1 bonus to hit and to damage. If you kill the mummy, go to **46**. If the mummy kills you, go to **108**. If you wish to call on Dazem's aid, go to **19**.

27

Through the glow, you can see that the sword is quite plain. A simple leather-wrapped hilt and steel quill on are attached to a thin, flexible blade. (Sword +1) Add the sword to your list of weapons and go to **25**.

28

As you move through the fallen masonry, nothing of special interest is apparent. Roll one six-sided die (1d6). On a score of 1 or 2, go to **35**. If you roll 3 or higher, go to **7**.

29

"I'm not here to explore dead cities," you say to yourself as you step aboard the carpet again. But now, with the sun's arrival, the carpet quivers weakly, evidently unable to fly.

If you step off again and explore the city, go to **2**. If your judgment tells you to start walking in the direction the carpet was flying, go to **6**.

30

Your backtracking returns you to the avenue leading to the pyramid. If you explore the area around the pyramid, go to **16**. If you leave the city and walk east, go to **6**.

31

Hour after hour passes, and as you look down it seems as though you have been flying over the jungle forever, for you're certain that you detect waves and whitecaps below. Finally, however, the first signs of dawn appear ahead, and in the pale light you realize you have been flying over an expanse of dense jungle.

The carpet still flies well, and as the Sun begins to appear on the horizon, you notice the remnants of some sort of city lying below. If you attempt to land and investigate, go to **24**. If you decide to keep going, go to **3**.

32

The robbers must have discovered this tomb fairly recently, for their corpses are still bloated and rotting. It takes only a few minutes for you to decide that the bodies contain nothing of value. The glowing sword near the doorway catches your eye as you turn away, so you thrust it through your belt next to your own sheathed blade. Add it to your list of weapons.

If you want to examine the sarcophagus now, go to **37**. If you've had quite enough of the smell and only wish to leave, turn to **25**.

33

The "ivory palace," you notice, is really made of bleached limestone attractively decorated with mosaic tiles. On approaching the gateway in the wall, you discover its thick iron portcullis has been battered down and lies on the ground before you. As you step through the opening, you feel a magical tingle play over your skin.

Beyond the fallen portcullis, a long pool faces the palace, reflecting its silver dome within shimmering blue waters. Ringing the pool are several stone benches. On either side of you, two wings of the palace fronted by open, roofed galleries extend up to the towers in the wall.

Each tower has an entryway at ground level through which you can see a flight of winding stairs. Go to **52**.

34

The rope seems old and tattered, but it will probably hold your light weight. You make it almost all the way up and are getting ready to swing onto the ledge before the opening when the rope finally parts.

Make a DC 13 Athletics check. If you are successful, go to **42**. If fail, you slip and fall, plummeting toward the ground 100' below. With certain death a heartbeat away, you call on Dazem for help. Go to **19**.

35

As you pause for a moment, your keen hearing detects a snapping and scraping sound on the other side of a large pile of rubble. If you investigate, go to **7**. If you prefer to retreat cautiously, go to **30**.

36

Through an open archway in the left wing of the palace, you discover a well filled with sparkling water! Drinking it restores 1d4+ your Con modifier! Go to **53**.

37

Approaching the sarcophagus, you observe it has an outer casing of stone, possibly protecting an inner casket beneath its heavy lid. Hieroglyphics are inscribed upon the lid's surface, and lying on the floor nearby is an iron bar.

If you use your comprehend languages scroll, go to **14**. If you use the bar to attempt to open the sarcophagus, go to **41**. If you search the bodies for valuables before departing, go to **32**. If you decide to leave the room as it is and exit, go to **25**.

38

"I am the true Dazem:" a voice speaks from the ruby as the face of a djinni appears in the gem." "Earlier, I sensed your arrival and knew you meant to do well. You carry Mondak Zhan's soul in the tome you carry. Cast the book into the flames and he will be destroyed!"

Not hesitating, you drop the locket, cracking the ruby on the floor, and tear at your pack to pull out the book. From the fire pit, the almost-complete Mondak Zahn screams in terror as you hurl the tome into the flames. In an instant, the fire pit explodes, shattering the re-forming mage like a broken mirror.

Then, from deep below the earth, a rumbling begins and the palace starts to shake.

The legs of the huge statue crack and it topples forward, forcing you to duck away from the locket holding the djinni. You make your way back upstairs and stagger out of the pavilion just as its silver dome collapses inward, sealing off the lower portions of the palace. Outside, the flagstone courtyard rolls like a choppy sea, and you barely make it past the gateway before the palace and its grounds begin to sink beneath the desert sands. The cataclysm lasts for several minutes, and you duck low behind a small dune in case some other explosion ravages the area. Finally the din stops, and all is quiet.

"Well done!" a voice booms. You look up to see Dazem - now a 10' humanoid whose lower portion is formed of a shimmering whirlwind - floating above you.

"I'm glad you're all right" you answer while getting to your feet.

"And I am pleased that you have destroyed the Accursed One and set me free! You have earned your reward indeed. I cannot journey farther than the edge of the jungle, but the means is at hand to get you to back to Port Nyanzaru. I shall journey with you at least as far as I may. Come!"

Go to **115**.

39

Make a DC 13 Intelligence Saving Throw. If the roll is successful, go to 49. Otherwise, go to 59.

40

The heat of the sun is almost blistering, but you trudge onward for almost an hour. Then you climb an incline and pause to look down. Resting in a valley below is a white palace. A wall surrounds its perimeter, with a pair of tall, slim towers at the two corners nearest you. A gateway at the center apparently allows entry onto the grounds facing the domed palace itself, which is set back 100' from the wall. Go to **33**.

41

You pick up the iron bar, wedge it under the lid, and try to slide the heavy stone aside. Make a DC 13 Strength Check with advantage if you have a crowbar. If you succeed, go to **21**. Otherwise, you cannot open the sarcophagus and may either search the bodies and depart (go to **32**) or you can depart and leave the room as it is (go to **25**).

42

You have made it safely onto a ledge halfway up the pyramid. Several feet away, an aperture is roughly chiseled into its limestone shell, and beyond stretches a long gallery some 20' in height and breadth. You decide to light one of your torches before entering. Cross one torch off your list and go to **5**.

43

As you swing the torch, you see your opponent's wrapped appendages begin to catch fire. You inflict 1d6 hit points damage with each successful hit. If you win the fight, go to **46**. If you are killed, go to **108**. If you wish to call Dazem for help, go to **19**.

44

The pool glistens in the sweltering heat like a sparkling blue jewel reflecting the palace as though its surface were a mirror. As you approach the edge of the pool, you can see its tiled bottom a foot below the surface of the water.

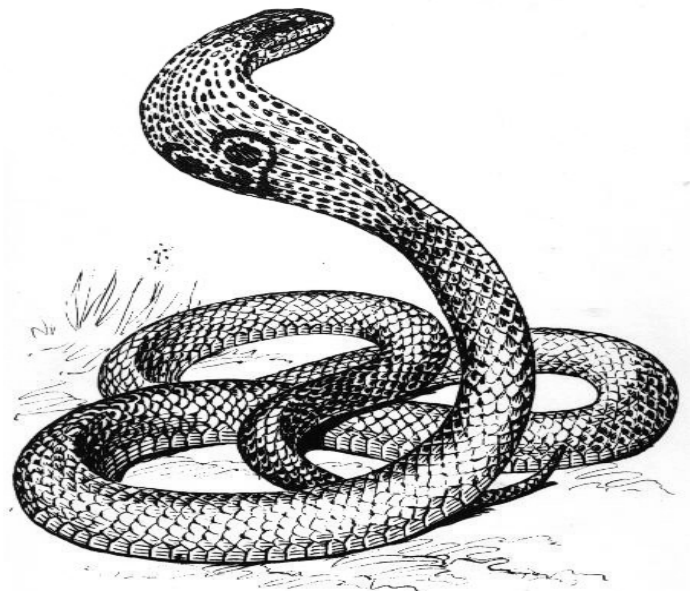
If you taste the water (especially tempting if you've been suffering from heat exposure), go to **39**. If you ignore the pool and explore somewhere else, return to **52**.

45

Roll for initiative and conduct combat.

Cobra (3) AC13 Speed 30ft., swim 30ft. ACTIONS Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

If you kill all three cobras, go to **48**. If they kill you, go to **108**. If you wish to call on Dazem's aid, go to **65**.



46

As you fall back against the wall, exhausted and relieved that the monster is destroyed, you notice that the lid of the sarcophagus has been partially slid aside by the mummy's emergence.

Of the sarcophagus has been partially slid aside by the mummy's emergence. If you decide to search the sarcophagus, go to **22**. If you'd rather search the tomb robbers' bodies, go to **32**.

47

Moving toward the right wing of the palace, you note that quite a bit of rubble litters the walkway, as though various items were dumped onto the tiles for inspection. It's shady here, though. As you move to peer through a door left slightly ajar, three snakes slither out from a pile of refuse next to you.

If you decide to fight them, go to **45**. If you have your sleep spell scroll and would like to use it, go to **61**. If you've found a magical scepter and would like to use it, go to **57**.

48

You dance and dodge as you meet the cobras attack for attack. Finally, the last of your foes lies cut in two, quivering in its death throes. Continuing your exploration, you decide the right wing of the palace was once a barracks for Mondak Zhan's men-at arms. A few skeletons show where the men must have fallen during battle, but the barracks appear to have been already (and thoroughly searched). Return to **52**.

49

You lean over to touch the bottom of the pool and catch yourself before tumbling in. This is an illusion! There is no water - nor a bottom within immediate reach.

If you use your rope and grapple to descend into the pool, to see what lies beneath the illusion, go to **55**. If you'd rather explore elsewhere, go to **52**.

50

The main palace is octagonally shaped, and you enter through an arch way. Its interior is an open pavilion richly tiled in green and yellow mosaics beneath a huge silver dome. Four sets of bronze double doors exit the pavilion.

You quickly peek through the crack between each set of double doors.

Behind the northwest and southwest doors, stairs lead upward to the second floor. The other two doors, on the north east and southeast, lead to stairs going down. Across from the pavilion's entry way, a fifth exit leads through an arch way to the back of the palace grounds. Through the arch, you can see two more wings of the palace, each two stories high. Will you:

- Go through the northeast doors? (Go to **73**.)

- Go through the northwest doors? (Go to **54**.)

- Go through the southeast doors? (Go to **67**.)

- Go through the southwest doors? (Go to **69**.)

- Go through the far archway and explore the back of the palace grounds? (Go to **56**.)

51

Cautiously, you ascend the right tower to its top. In a room at the very height of the tower, a skeleton lies next to its broken sword. There is nothing else of value here, so you descend.

The left tower is similar to the right, but totally empty. The topmost room in this tower has an unglazed window that looks back into the palace grounds, providing a good view of the entire complex. From your lofty perch, you can see two more wings of the palace extending out to the rear of the two story structure.

Make a DC 13 Intelligence check. If the roll is Successful, go to **63**. Otherwise, go to **52**.

52

Will you:

- Examine the pool? (Go to **44**.)

- Check out the right wing of the palace? (Go to **47**.)

- Check out the left wing of the palace? (Go to **36**.)

52 (continued)

- Investigate the towers? (Go to **51**.)
- Ignore everything else and head for the main palace? (Go to **50**.)

53

An opening next to the well leads to stables and a blacksmith's shop. Near the forge lies an ancient but complete set of chain mail. You may don it, if you wish, changing your armor class. Return to **52**.

54

Through these doors, a stairway winds up and around the northern side of the pavilion, emerging onto a hallway. Several doorways lead to bed rooms, all ransacked and abandoned. At the hallway's end lie a pair of broken bronze doors leading into what you presume was Mondak Zhan's bedchamber.

Once sumptuously furnished, it now lies in tattered ruin, its silken tapestries and fine rugs slashed and thrown about in disarray. Roll one six-sided die (1d6). If the result is 1 or 2, go to **75**. Otherwise, go to **111**.

55

Twenty feet below the lip of the pool, you reach bottom. At the eastern end of the pit, a passage leads forward toward the pavilion. 'On either side of this tunnel, stairs lead up to the courtyard. The illusion above is not visible, and the sun shines clearly through.

If you decide to explore the passage, go to **100**. If you'd rather leave and explore elsewhere, return to **52**.

56

Through the back archway, you discover the remains of four men, tied and beheaded. Between the right and left wings of the palace lie the remnants of a garden and vineyard, long withered away. Go to **58**.

57

You grasp the scepter and mentally reach out to the serpents, letting them know you mean know harm. Immediately, the snakes rise up and begin to sway as a sign of friendship. With the tip of your sword, you gently lift each one and drop it into an old clay jar, covering it with a loose tile when all the snakes have been deposited.

Continuing to explore, you find a few bodies and what was once a barracks. From the wanton destruction of bunks, footlockers, and shelving, you decide not to waste your time looking for treasure here. The room has obviously been thoroughly searched. Return to **52**.

58

Will you:

- Explore the right (southern) wing? (Go to **71**.)

- Explore the left (northern) wing? (Go to **62**.)

- Ignore the rear area and check the main palace? (Return to **50** and make a different choice.)

59

As you lean down to submerge your arm in the water, you lose your balance and fall forward. The water and the pool's bottom are obviously an illusion! Take 1d6 hit points damage and go to **55**.

60

Behind a tapestry you notice the door to a secret compartment. If you'd like to open the door, go to **70**. Otherwise, go to **58**.

61

As you chant the ancient syllables of the sleep spell, the cobras' hoods relax. They rest their heads on scaly backs and lie still. After cutting each one in half, you advance to the doorway and look in. You decide this was once a bar racks, but now it contains only a few skeletons. Return to **52**.

62

Walking through an archway, you emerge into a long dining hall, once richly furnished. Rotting tapestries of green, scarlet, and gold hang along the chamber's white marble walls, and once-fine rugs lie beneath a layer of dust on the floor. Running down the center of the dining chamber is a sunk en area, three steps below floor level.

A short stairway at either end leads down. Here meals were enjoyed, as you discern from the remnants of cushions and low tables, dishes and serving pots.

Roll one six-sided die (1d6). If Result is 1 or 2, go to **60**. Otherwise, you may search elsewhere (go to **58**) or use your detect magic scroll on the carpets to see if they are magical. (go to **74**).

63

As you glance down into the pool, you notice that the sun, which should be reflecting off its surface, is not visible in the water. Return to **52**.

64

The symbols on the door read, "Blessings upon the true believer, Death to the infidel". Go back to **69**.

65

If you have previously called Dazem for help, go to **113**. Otherwise, go to **114**.

66

The liquid tastes delicious and refreshing. It restores 1d4+ Con Modifier in HP. Go to **58**.

67

Through the doors are stairs leading down. Halfway down, you come upon a skeleton lying across the stairs, a crossbow bolt through its chest. These skeletons have nothing of value, and you continue on. Go to **81**.

68

The faint glow of magic comes from a portion of the wall behind the tapestries. Go to **60**.

69

Through the doors, a stairway winds up and around the southern circumference of the palace, ending at a pair of brass doors inscribed with many designs and symbols. Lightly testing the door handles, you discover the doors are either stuck or barred from within. If you can use a comprehend languages scroll, go to **64**. If you a knock spells scroll, go to **86**. If you have neither spell, you can go to **78** and try to force the doors. If opening the doors seems like too much trouble, go to **112**.

70

Your hands range over the section of the wall, feeling for seams or loose stone. Finally, you detect a stone which feels as though it is connected to some sort of spring. You press the stone and a small door pops open to reveal a lidded crystal chalice.

As you grasp the chalice, it begins to glow, changing colors each 6 seconds. Opening the lid, you discover what looks like and smells like pure water. If you wish to drink this water, go to **66**.

Otherwise, close the chalice and carefully pack it ways. Go to **58**.

71

As you walk to the right wing of the palace, it becomes apparent that this portion of the building contained the kitchen, including fully functioning well and a small wine press, along with an empty wine storage room. Drinking from the well restores 1d4 + Con Modifier hp. Return to **58** and make a difference choice.

72

Cautiously, you draw near to the altar and discover it is of black obsidian. The blue-black leather cover of the book resting up on it glows with a series of magical rules. Will you:

- Use your comprehend languages scroll (if you have one available (Go to **82**)).

- Check for traps as best you can (make a DC 10 Investigation check, then take the book (Go to **89**)).

72 (continued)

- Examine the statue? (Go to **97**.)

- Leave this place before either the book, or the statue that's bound to animate, kills you? (Go to **112**.)

73

The stairs go down and you emerge onto a lower level. Go to **81**.

74

The carpets are not magical. Roll a D6. If the result is 1, go to **68**. Otherwise, go to **58**.

75

You have discovered a secret door behind the bed! If you wish to open it, go to **84**. Otherwise, you may depart and search elsewhere in the palace (go to **111**).

76

Each tentacle automatically does 1 hp damage each round until you are dead. Your total attack roll must be 9 or higher to hit and each tentacle has 3 hp. If you destroy all the tentacles, go to **101**. If the tentacles kill you, to **108**. If you call on Dazem for aid, go to **98**.

77

You don't see any traps, but you're certain there much be one, most likely focused through the light beams. First you try shooting out the windows with your bow, but they won't shatter.

Then, remembering Dazem's advice to use wisdom, you pull the mirror from your pack and use it to direct one shaft of light away from the altar. With your other hand, you reach in, grasp the tome, and pull it free. Go to **112**.

78

Make a DC 13 Strength Check with advantage if you have a crowbar... If the rolls is successful, go to **86**. Otherwise, return to **69** and try something else.

79

From what you hope is a safe distance; you hit the chest with your spell. The lock falls away, its top swings away and a cloud of green gas fills the area around the chest but soon dissipates. You move forward, pleased at having avoided the trap. Go to **87**.

80

Cautiously, you try edging the book onto the floor with the tip of your sword, but a black bolt of magical energy hurls at you. Make a DC13 Dexterity Save. If the roll is successful, you succeed in knocking the book off the altar without getting hit. You pack the book away and depart immediately (go to **112**). If you fail the Saving Throw, go to **94**.

81

You have entered a chamber containing a large marble pool set into the floor. To one side, another staircase leads upward – back, you're certain, to the pavilion above. Across the room, a pair of brass doors black entry to the room beyond. Go to **88**.

82

The runes on the books cover read: "The Book of Souls". Go back to **72**.

83

Realizing these are the remains of Madak Zahn, and expecting the worst, you hurl a dagger into the corpse – but nothing happens.

You approach closer, and then leap forward, burying your sword into the skull. The white cranium turns to powder and you rest easy. Madak Zhan's enemies have done a thorough job in slaying him. Using the tip of your sword, you prod the body to expose the left hand, upon which is a golden moonstone ring similar to the one you possess.

Removing it, you see that the two cobra shaped rings will entwine and fit together. Remembering Dazem's words, you interlock the rings and place them on your finger. "I release you", you speak. Go to **104**.

84

At your touch, part of the wall slides away to reveal a small chamber hidden at the back to this wing of the palace. The outer wall is only a half-dozen feet in front of you, but the chamber extends at a right angle nearly 30 feet, the wide of the wing itself. If you have the glowing sword from the pyramid, its light dimly illuminates a glint of gold and jewelry at the far end of the chamber. Otherwise, lighting a torch will get the same result. Nestled amid this treasure is an iron chest, securely protected by a huge brass padlock. If you enter the chamber and investigate, go to 91. If your judgment tells you to leave this area, go to 111.

85

Surrender, hoping for merciful treatment? (Go to **107**) – Search the body in hopes of finding something that will help? (Go to **95**) – Run and don't look back? (Go to **105**)

86

The magically held door burst open to reveal a temple of some sort, with twin row of pillars running down its length. No pews that you are used to seeing in congenial temples can be found...

Instead, the room is covered with prayer rugs. Along the walls, tapestries that stretch from floor to ceiling depict creatures from the various planes of the multiverse. Atop an altar at the far end of the chamber lies a black book, illuminated by scarlet shafts of light that come down through the stained glass windows near the roof. In an alcove directly behind the book, a 10 foot tall snake headed man holds a skull shaped scepter.

If you investigate the altar and its mysterious book, go to **72**.

If you search the statue and the area near it, go to **97**.

If you would like to just get the nine hells out of here, go to **112**.

87

Within the coffer lie two small vials of liquid. Taste tests reveal them to be potions of healing. There is also a spell book containing spells that are currently beyond your ability. In the very bottom of the chest, you discover a small silken handkerchief, which to your surprise unfolds to a 7 by 10 foot area. Suspecting that it has some interesting powers, you back it away with the rest of your loot. Go to **111**.

88

If you'd like to:

-Explore the pool more closely, go to **102**.

-Investigate the double brass doors, go to **99**.

-Leave the bath chamber and return to the level above, go to **109**.

89

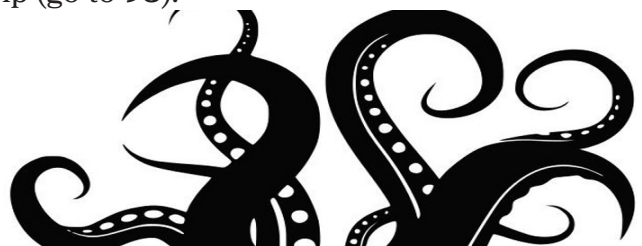
Make a DC 13 Investigation check. If the roll is successful, go to **77**. Otherwise, go to **80**.

90

Within the maze of pipes, you find an oddity: a small glass bottle securely attached to one pipe by a harness. Removing the bottle and tipping it slightly, you discover a constant stream of magical life-giving water flows from its spout. The water cures 1d4+ Con modifier of hp. You cap the bottle with an improvised plug cut from the end of a torch, and return to the courtyard. Go to **52**.

91

Scanning the ceiling and floor for any obvious sources of danger, you step through the doorway and begin edging toward the waiting treasure. Suddenly, a nightmare arises from the floor! Writhing black tentacles reach up to entwine you in their iron grip. Roll one six-sided die (1d6) to see how many tentacles have you in their grip. You may fight the tentacles (go to **76**) or call on Dazem for help (go to **98**).



92

With an ominous creaking, the doors begin to swing outward. Instantly, you grab your sword. Beyond the doors, a huge chamber is revealed, lit only by the eerie glow of the fire pit nestled in the hands of a 15'-tall statue of a snake-headed man. Columns surround the temple like auditorium, possibly hiding other areas from view in the shadows.

Lying on the floor just below the fire pit is a robed body. Cautiously, you advance toward it, keeping your eyes active for any ambush or danger. As you draw near the body, you note that its right arm ends abruptly at the wrist, while the other arm lies hidden from view. Go to **83**.

93

Removing a hammer and spike from your pack, you edge toward the chest. If you have a magical chalice, go to **103**. Otherwise, go to **96**.

94

With your last breath, your screaming abruptly ceases. Were anyone else present, he would notice a moonstone ring lying on the floor atop a pile of ashes. Your adventure has ended.

95

Tearing at the body, you find a locket on a golden chain around its neck. You jerk the locket free, and instantly a large, red ruby at its center begins to glow with a soft light. A voice speaks.

If you have the book from the temple upstairs, go to **38**. Otherwise, go to **106**.

96

The lock breaks away and the lid pops open, spraying the area with a green gas. You fall unconscious, awakening hours later with a dull headache. Since you haven't been harmed while unconscious, it occurs to you that it may be safe to stay here and replenish your spells without fear of wandering monsters. You get the benefits of a long rest. When you are through, you check the contents of the chest. Go to **87**.

97

The statue certainly seems fearsome, and you hope it won't come to life. But as you near it, nothing happens. A search of the statue and the alcove reveals nothing. Go back to **86** and make a different choice.

98

If you have previously called upon Dazem for aid, go to **113**. Otherwise, go to **110**.

99

Drawing near to the doors, you sense magic. And lying before them is a blackened, shriveled hand - minus a finger. With a chill, you wonder if the remains of Mondak Zhan await discovery beyond this portal. Testing the doors, you conclude a knock spell will be required to open them.

If you have your knock scroll, you can cast it now (go to **92**).

If you fail or you do not have one, you may return to the upper level of the palace and explore elsewhere (go to **50**, but you may return to this section at any time you feel confident enough to penetrate the doors).

100

The passage leads forward about 100' to a small room filled with pipes. You feel certain some are drains, while others must serve purposes unknown.

Roll one six-sided die (1d6). If the result is 1 or 2, go to **90**. Otherwise, you may return to the courtyard and explore elsewhere. Go to **52**.

101

You swing your sword again and again, hacking your captors in half with each blow. The last of the horrid creatures? drops away, and you stumble to the far wall, safely out of reach of any others that may be lying in wait.

Skirting the sides of the room, you make it to the far end and lay claim to quite a fortune in treasure! You pack away many thousands of gold pieces' worth of rubies, emeralds, and gold. Then you turn your attention to the chest.

101 (continued)

Will you:

- Attack the lock with a hammer and spike to break it open? (Go to **93**)
- Cast a knock spell (if you have a scroll)? (Go to **79**)
- Ignore the chest and return to the ground floor of the palace? (Go to **111**)

102

The water in the pool is fresh and clear, revealing several skeletons at its bottom. Steps lead down into the water, and the bottom of the pool may be clearly seen 4' below. Two small drains are set into the tiles on the bottom, one at each end of the pool. Return to **88**.

103

A brilliant green glow shines through your pack as you near the chest. It's your magical chalice, but is it warning you of danger or pointing the way to a fantastic treasure?

If you try to open the chest, go to **96**. If you feel the chalice is warning you to leave the chamber, go to **111**.

104

Instantly both moonstones shatter, and the flames of the fire pit rise to the roof of the chamber. Amid the roaring thunder of the fire, a humanoid figure begins to form. You step toward the statue to observe this fascinating sight, but in moments your fascination turns to horror. Taking shape in the flames is a figure identical to the body on the floor.

You've been tricked into releasing the captive spirit of Mondak Zahn!

"Well met, fool" the coalescing figure hisses down at you with an evil leer. "You have freed me from the entrapment I have endured for so long. How easy it was to trick your puny intellect into helping defeat those who bound me.

"Centuries ago, I transferred the essence of my magical powers into two rings so that my strength would never wane, no matter how time might wither my bodily shell. My soul was entrusted to the care of He-Who-Must-Not-Be Named; it resides elsewhere in safety. I was invincible until my enemies tricked me into using nearly all my stored power. Then my true enemies launched their forces against me, and in my weakened state I was overcome and driven into this chamber. But my consciousness remained, and so I did not truly die.

"My enemies were wise to remove but one ring - one portion of my magical essence - for that act blinded and weakened me more than if they had removed both halves of the ring. They knew that, with only a part of my magic separated from my body and soul, I would never be able to muster my energies over the centuries and re-form.

"My enemies cast all manner of enchantments over the palace to keep out those of evil or greed that might aid me, but overlooked what I had realized: One of unselfish heart might be seduced into coming here and reuniting my magical essences, giving me the power to form a new bodily shell and reclaim my soul. You, in your beguiled innocence, were able to enter the grounds and accomplish that task. And shortly, when I am fully re-formed in my new body, I shall thank you properly." Go to **85**.

105

You bolt from the room, leaving Mondak Zahn to complete his re-formation. As you leave the palace grounds and run blindly into the jungle, you hear his laughter echoing behind you. Strangely, he doesn't seem to be following, but perhaps he doesn't need to. You're all alone in one of the most forbidding lands the realms have to offer, with no idea of how to find civilization. Your chances of survival are virtually nil, and Mondak Zahn knows this. That's why he's not following - your death will be much slower this way. (**End**)

106

"I am the true Ram", the voice speaks. "It is too late now to stop Mondak Zahn. Hurl me into the flames while there is yet time!"

Without hesitating, you hurl the locket into the fire pit and it explodes, releasing a shimmering whirlwind which carries you out of the chamber and away from the palace as Mondak Zahn curses. You fly through the jungle like a comet to land safely at the jungle's edge on a hill overlooking a small village.

A shadow falls, and you look up to see a bearded, 10'-tall, muscular humanoid whose lower portions are shrouded in the dust of a whirlwind. "This is as far as I may take you," the djinni speaks.

"I didn't mean to-" you begin. The djinni holds up his hand to stop your words. "I know you meant only good," his voice booms. "You were deceived into serving evil. Yet you have freed me from Mondak Zahn's bondage.

Though his power is again great, his reign is not fully established. I will seek out those who can face him on equal terms - and in time he shall fall. For now, fare you well, and my thanks for freeing me"

With that, the djinni fully assumes the form of a whirlwind and flies off, leaving you alone. If you want, you can begin to make your way back to Port Nyanzaru. But if you can find a way, perhaps you'll head back into the jungle to help fight Mondak Zahn. Dejected, you begin walking down toward the village below. **(End)**

107

You receive no mercy, and what you do receive is too unpleasant to describe. Consider your adventure over! **(End)**



108

As your vision begins to grow dark, you realize that you are dying. The sounds of the world around you fade away, replaced by a loud ringing in your ears. The peace of death comes a moment later, and your last thoughts are the realization that your quest has failed. **(End)**

109

Back upstairs, you have several choices. Will you:

- Go through the northwest doors? (Go to **54**)

- Go through the southwest doors? (Go to **69**)

- Explore the back of the palace grounds?
(Go to **56**)

110

A whirlwind begins to fill the room, pulling you away from the tentacles' grasp and depositing you back down stairs. Will you:

- Go through the northeast doors? (Go to **73**)

- Go through the southeast doors? (Go to **67**)

- Go through the southwest doors? (Go to **69**)

- Explore the back of the palace grounds?
(Go to **56**)

111

You return downstairs. Would you care to:

- Go through the northeast doors? (Go to **73**)

- Go through the southeast doors? (Go to **67**)

- Go through the southwest doors? (Go to **69**)

- Explore the back of the palace grounds?
(Go to **56**)

112

Back downstairs, you must decide whether to:

Go through the northeast doors? (Go to **73**)

Go through the southeast doors? (Go to **67**)

Go through the northwest doors? (Go to **54**)

Explore the back of the palace grounds? (Go to **56**)

113

Desperately, you hope that Dazem's powers are great enough to help you a second time, but there is no response. Go to **108**.

114

A whirlwind engulfs the serpents, sweeping them away into the desert. With the whirlwind's coming, you sense Dazem weakening.

Inside this wing of the building are only some skeletons in what was once their barracks. Return to **52**.

115

It's great to be back in Nyanzaru and its not bad being rich, either. You've a pack full of gold and jewels, Mondak Zhan's spell book and a flying carpet that folds down into a silken handkerchief, among other treasures. But coming home with the tale of a great adventure surely is the best treasure.

After all, how many people can count a djinni as a friend? (**End**)

CHARACTER APPENDIX

Revenor

CHARACTER NAME

Fighter - Eldritch Knight 3

CLASS & LEVEL

Human

RACE

Mercenary Veteran

BACKGROUND

NG

ALIGNMENT

PLAYER NAME

2700

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

10

0

CHARISMA

12

+1

INSPIRATION

2

PROFICIENCY BONUS

- ☒ +3 Strength
- ☐ +3 Dexterity
- ☒ +4 Constitution
- ☐ +2 Intelligence
- ☐ 0 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +2 History (Int)
- ☐ 0 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☒ +3 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +2 Survival (Wis)

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 28

28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

3

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Scimitar +5 1d6+5

Dagger +5 1d4+5

Longbow +5 1d8+3

Weapon statistics assume using a weapon and shield with the dueling fighting style. If you choose to use two-weapon fighting, lower your armor class by 2. Change the damage bonus of your weapons to +3 in your primary hand and +0 in your secondary hand.

Spells Known
Cantrips: these spells can be cast at-will.
Fire Bolt, Shocking Grasp

Level 1: You can cast two first level spells per day. [] []
Burning Hands, Magic Missile, Shield

Spell Scrolls: Comprehend languages, Detect magic, Knock, Mirror Image, Sleep

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Languages:
Common, Elven

Tool proficiency:
Three Dragon Ante
Vehicles (Land)

OTHER PROFICIENCIES & LANGUAGES

12

8

3

24

The bandit chieftain's moonstone ring
Potion of Healing x2
Scimitar
Silver Dagger
Longbow
Quiver containing 20 arrows
Studded leather armor
Shield
Faded militia uniform
Rank insignia
Set of Three Dragon Ante playing cards
Belt pouch
Explorer's Pack: includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50' of hempen rope

EQUIPMENT

Dueling Fighting Style: When you are wielding a weapon in one hand and no other weapon you gain a +2 bonus to damage rolls with that weapon.

Second Wind []
On your turn, you may use your bonus action to regain 1d10+3 hit points. You regain the use of your Second Wind at the end of a short or long rest.

Action Surge []
On your turn, you can take one additional action. You regain the use of your Action Surge at the end of a short or long rest.

Spellcasting: Intelligence is your spellcasting ability. Your saving throw DC is 12

Weapon Bond: You may perform a ritual that takes 1 hour. At the end of this ritual you bond yourself to one weapon that was within reach for the full duration of the ritual. This bonded weapon cannot be disarmed unless you are incapacitated, and you may summon the weapon to your hand as a bonus action, as long as you and the weapon are on the same plane of existence. You may be bonded to up to two weapons. At the start of the adventure Revenor is bonded to his scimitar and dagger. If you choose to bond with another weapon you must break the bond with one of these two weapons.

FEATURES & TRAITS

REVENOR'S RING



**A 5TH EDITION SOLO ADVENTURE
FOR A LEVEL 3 PLAYER CHARACTER**