

The unholy is about to be awakened.

BREAKER OF CHAINS

Terror cannot be chained!

NOW WITH
COMMITMENT MODE!

(There can be no escape!)



A D&D 5e ADVENTURE FOR
PARTIES OF 4-6 LEVEL 7
CHARACTERS, SCALABLE
TO LEVELS 6 AND 8. PLAYABLE
IN 3-4 HOURS.

A D&D 5e
ADVENTURE

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BREAKER OF CHAINS



A D&D 5E ADVENTURE FOR
6TH-8TH LEVEL CHARACTERS

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"10/10 for making them wary of everything... they survived but it was brutal."

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"It's great, it's fast... I love it as it stands, I'd change nothing."

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"All agreed it's good for a one shot and enjoyable to just sit and play."

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INTRODUCTION

WELCOME TO *BREAKER OF CHAINS*.

W This adventure came out of a series of blog posts on Loot The Room that were intended to provide GMs with a framework for generating and designing compelling adventures quickly, beginning with random roll tables.

That series morphed into a case study illustrating the whole process of designing and publishing an adventure with next to no budget, taking the project from initial idea generation through writing and playtesting, all the way up to publication. You now hold the finished product of that process in your hands (or on your screen).

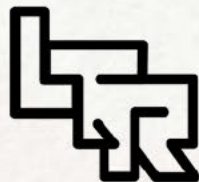
Despite the speed with which this project was put together, it has been extensively playtested and balanced to ensure that it provides a fair challenge to your players. While *Breaker of Chains* can be a meat grinder, it is not intended to simply murder groups of adventurers for fun. With smart and cautious play, balanced parties can almost certainly survive the horrors of the Hall of Lament - but they will have new scars to show for it, and a new respect for the dangers of dungeon crawling.

Although *Breaker of Chains* is not designed with any particular D&D storyline in mind, it can be easily slotted into any games that use *Tales From the Yawning Portal* as a basis. Word of the Hall of Lament could easily have reached the patrons of the Yawning Portal, and a quest to Lemarchand's Lament and the horrors that lie in wait there could easily begin in the Yawning Portal.

I sincerely hope you enjoy this adventure, and that your players enjoy it too. Just remember to keep a few spare character sheets handy, just in case!

LOOT THE ROOM

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The creation of this adventure was fully documented on Loot The Room. If you are interested, you can find out more here:

<http://loottheroom.uk/category/articles/stat-boost/publishing-adventures/>



BREAKER OF CHAINS

The settlement of Lemarchand's Lament would be small and forgettable if not for the ancient shrine that has stood on the outskirts of town for centuries, a subject of superstitious awe to the neighbouring villagers. People still travel many miles to investigate this relic of a forgotten past, though few will approach it closely, as it is rumoured to be the haunt of vicious ghosts and spectres. Though nobody has breached the heavy iron walls and doors of the shrine in living memory, any disappearances or strange goings-on in Lemarchand's Lament are always put down to the effect of the spirits said to dwell in the shrine.

Five hundred years ago, sorcerers in Lemarchand's Lament - either evil, or else misguided - summoned a host of devils who they intended to capture and study. This, of course, went horribly wrong, and the foul horde unleashed itself upon the town, enslaving and torturing the townsfolk. Though the sorcerers managed to subdue or kill most of the devils, one of them was beyond their power - a terrible chain devil called Cuaxhl, who flowed through Lemarchand's Lament like a plague, enslaving and torturing all who crossed his path.

After years of struggle and death the remaining sorcerers managed to subdue Cuaxhl, but they feared to banish him back to the hells; if he ever found a way back to the material plane, they were sure he would bring his vengeance upon them. Instead they built the Hall of Lament on the ruins of the original Lemarchand's Lament, sealing Cuaxhl inside it behind vicious traps and powerful constructs designed to keep the chain devil from ever again seeing the light of day.

Today, the name of Cuaxhl - and the original purpose of the Hall of Lament - is all but forgotten. The people of present-day Lemarchand's Lament (or Lemarchand, as they now call it) think that the Hall is simply an ancient tomb. Many adventurers and tomb raiders have attempted to gain entry to it, but none have succeeded. Yet.

This adventure takes place in the Hall of Lament. It is designed as a one-shot side quest for 7th-level characters. By the end of it, they should gain experience equal to one adventuring day.

ADVENTURE SYNOPSIS

The Hall of Lament has been little more than a curiosity - and occasional tourist trap - to the people of

Lemarchand's Lament for generations. Recently, though, the ancient runes have appeared across the surface of the squat iron building, flickering with an eerie blue glow. Strange noises have been heard emanating from behind the huge silver door that bars entrance to the Hall, and it is believed that the ghost of a dead adventurer who somehow gained access to the Hall is now trying to escape and wreak havoc on the town.

Legend has it that the Hall guards a great treasure, sealed beneath a second silver door in the centre of the Hall. The people of Lemarchand have agreed that anybody who can gain entrance and see to whatever has caused the disturbance in the Hall - as well as guaranteeing continued safety for Lemarchand's Lament - can avail themselves of whatever valuables they find within it.

Of course, all is not what it seems. The runes have awoken because Cuaxhl has begun to weaken the magical barriers holding him within his prison. The second silver door does exist, but there is no treasure behind it - only Cuaxhl, furious after centuries of imprisonment and thirsting for vengeance upon Lemarchand's Lament.

In seeking riches, the characters will accidentally free Cuaxhl from his bonds and unleash him once more onto the world. If they don't slay him before he escapes the Hall of Lament, Lemarchand's Lament will once more become a ruin.

RUNNING THE ADVENTURE

To run this adventure, you need the fifth edition *Player's Handbook* and *Dungeon Master's Guide*. The *Monster Manual* is useful, but not required; all monster stat blocks for this adventure are provided in **Appendix B**. This adventure also makes use of *Dreadful Dungeons' Deadly Dungeon Doors*, although you do not need a copy of that book to run it (but you should pick it up anyway). Before you sit down with your players, read the text of the adventure and familiarize yourself with the map and the way the traps found in the dungeon work, perhaps making notes about complex areas so you're well prepared before the action starts.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location, or after a specific action or trigger as described in the text.

THE DEADLY DUNGEON

Breaker of Chains is intended to be hard. If characters are not cautious, they will die. There is no treasure reward for completing the adventure; the only reward is their continued survival, and the lesson that flesh is soft and can be easily punctured.

That said, you should not actively try to kill your players. The Hall of Lament can be brutal, but if players are cautious and methodical they will survive. If they roll well, or are cautious, they should be rewarded for that. Similarly, do not be tempted to go easy on them, either. If they are headstrong and foolhardy, if they do not know that it is sometimes better to run and live to fight another day, then the Hall of Lament will have its way with them. Remember: heroes who have been humbled are heroes who live to hear their own songs be sung.

This adventure makes use of *Dreadful Dungeons' Deadly Dungeon Doors* handbook. While it will be useful for you to have that book to hand while running the adventure (and we certainly encourage you to buy a copy), it is not necessary. The rules for dealing with the doors in this book are straightforward, and are spelled out below. This adventure also makes use of the *Unearthed Arcana* style of traps, which you should familiarise yourself with.

Each door in the dungeon has a **Toughness** score. Toughness acts as the door's **AC** for hitting it, as well as its resistance to being barged or kicked open (in the latter case, the door's Toughness is the DC required to successfully force the door). Toughness also determines the door's **hit points** - i.e. the amount of damage required from attacks to destroy the door. Attacks that 'miss' simply glance off the door, dealing no damage. All of the iron doors are fitted with self-closing mechanisms; if they are not wedged open, they will always close and relock themselves.

The traps found in the dungeon are mostly mechanical, since the chain devil has excellent resistances to magical effects and they were designed to thwart his escape. Once triggered, mechanical traps do not reset. Magical traps trigger each time the right conditions are met, unless dispelled.

SCALING THE ADVENTURE

This adventure is balanced for parties of 5 characters of 7th level. Because the challenge of the dungeon is more in navigating its traps than in combat (though there is, of course, some combat) you can run it as-written, without changing anything, for 7th level parties comprising 4 or 6 characters.

Detailed information about how to scale the combat encounters is given in those encounters. For the rest of the dungeon, the following rules can be applied to make for an easier challenge (suitable for level 6 characters) or a more difficult challenge (suitable for level 8 characters):

- Add or remove 1 damage die from each trap effect to make things harder or easier respectively. If a trap deals 3d6 damage in normal mode, then it deals 2d6 in easy mode and 4d6 in hard mode.
- Lower all save DCs by 2 for an easier challenge.
- For a more difficult challenge, assume that the lone adventurer didn't trigger the falling block trap in **1: Entrance Chamber**.

COMMITMENT MODE

As written, players have an opportunity to flee the dungeon if things get too difficult, potentially heading back to town to rest up and heal. If you would prefer your players to live or die by their actions while inside the dungeon, simply have the main door reseal itself once they enter and refuse to open until either the party or the chain devil is dead.

EYES OF THE RUNE KEEPER

There is a good chance the party will attempt to decipher the runes flickering across the surface of the Hall of Lament or on the silver door, either through the *Eyes of the Rune Keeper* Warlock invocation, a *comprehend languages* spell, or some other means. The runes are a combination of archaic forms of Infernal and Celestial, plus language-less arcane runes. The flickering runes are indistinct and vanish quickly, and the runes on the door are heavily worn. A DC 25 Intelligence (Investigation) check combined with a DC 20 Intelligence (Arcana) reveals that the runes warn of great danger inside the Hall, and that there is some sort of warding magic present on the building.

AWARDING XP

There are only 2 combat encounters in this adventure, and the XP to award is given in each of those encounters.

Characters gain no experience from bypassing - or failing to bypass - the traps in the Hall of Lament. If your party survives the dungeon, killing Cuaxhl and managing to find their way back outside, award them Milestone XP as detailed at the end of the adventure.

A NOTE ON HORROR AT THE TABLE

Cuaxhl is an horrific enemy who revels in fear and pain. He is a sadist in the truest sense of the word, and his telepathy enables him to whisper his filth directly into the minds of his enemies. It is the aim of this adventure to strike fear and disgust into the hearts of your players, and you should play on the fears of the characters to the best of your ability. Cuaxhl should be dark and twisted, and your players should remember him for a long time.

With that said, nobody should ever feel genuinely uncomfortable at the game table. Your aim should be to upset the characters, not the players. If you fear things are getting too dark - or if one of your players tells you they are uncomfortable with the things Cuaxhl is doing or saying - you should dial it back, and even consider taking a break or wrapping up the combat without any more dialogue or acts of depravity from Cuaxhl. Everybody has their own limits, and things that may seem fun and innocuous to you may trigger strong responses in others.

Remember that everybody is playing the game to have fun, and that there should be no shame or judgement directed at anybody who does not enjoy the same kind of horror as you.

STARTING THE ADVENTURE

The party has arrived in Lemarchand's Lament, which stands in a wide area of dismal moors and tangling bramble. The Hall of Lament is visible from most areas in town, a squat iron building atop a low hill surrounded by a circle of permanently scorched earth dotted with crumbling chunks of ancient masonry. The inn in town will be happy to allow them to leave their horses in the stables if they wish (though probably for a price).

The villagers know little of the Hall of Lament, though legends say that a great treasure can be found behind a large silver door deep in the heart of the Hall. It is widely believed that a lone rogue who came through town a month or two ago somehow managed to gain entry to the Hall, and that his death inside the Hall has somehow triggered the runes which have now appeared across its surface. (The same legends that speak of the great treasure also tell that the Hall has ways to warn of danger rising from within it, and it is believed that this is the purpose of the runes.) Strange noises have been heard emanating from within the Hall over the past week - howls, screams, and the rattling of chains - and the villagers suspect that the lone adventurer has returned from death within the Hall and is now attempting to escape.

The Hall of Lament is a squat, square iron building on the top of a nearby hill. The surface of the iron walls is covered in a thick patina of rust and is now flickering with strange blue runes that seem to somehow glow from beneath the surface of the iron rather than being carved into it. It is about 160 feet long on each side, and roughly 30 feet high. The only visible entrance is a pair of 10-foot-high, 5-foot-wide silver doors, once carved with runes and warnings in a now-forgotten language. Those carvings have mostly been worn smooth by the ravages of time.

DUNGEON: GENERAL FEATURES

Unless otherwise noted, all corridors and rooms in the dungeon are 20 feet in height, and have been made out of solid iron. All doors (again, unless noted otherwise) are 7 feet high by 5 feet wide, and are also made of strong, solid iron. They have a **toughness/AC** of 20, and require a **DC 10 Strength** check to swing open if they are unlocked.

There is no lighting to be found in the Hall of Lament.

ADVENTURE START

The adventure begins once the party have made their way to the Hall of Lament and are standing at the door. Read or paraphrase the following:

There is a stillness here, and not a peaceful one. It is an absence - of noise, of life, of hope. The great iron structure stands before you, its surface smothered by thick rust the colour of dried blood. Beneath it the strange runes flicker and pulse with weird green energy, seeming to flow just beneath the surface of the metal.

The door stands before you, a wide wall of silver. Whatever carvings it once held have been worn almost smooth by time and the elements.

The door is open a crack, seeming to invite you in.

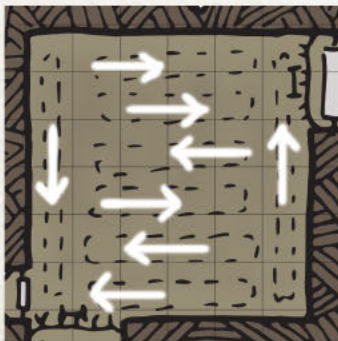
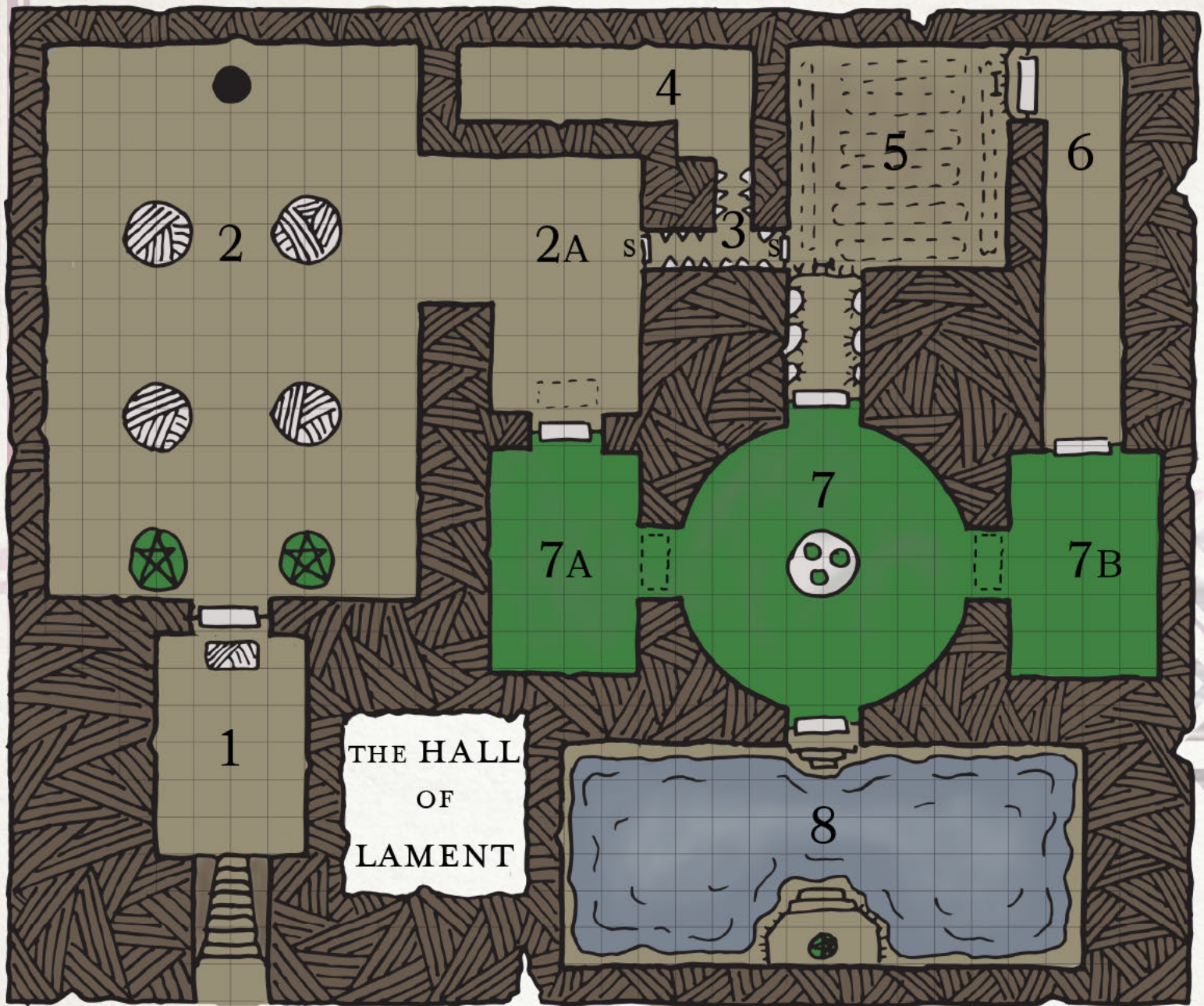
The door is 10 feet by 10 feet, and 2 feet thick. Although it is open it is massively heavy, and requires a **DC 12 Strength (Athletics)** check to push it open and gain access to **1: Entrance Chamber**.

1: ENTRANCE CHAMBER

This rectangular chamber has a cracked floor tiled with alternating squares of iron and a faintly glowing green material. The air is thick with the acrid tang of electricity. A mural carved out of the same green stone runs around the west, north, and eastern walls of the room, showing a vicious-looking devil battling with - and eventually being subdued by - proud elven spellcasters.

DM MAP

ONE SQUARE = FIVE FEET



THE SILVER TEETH: START POSITIONS

Each arrow represents one of the spinning floor blades in **5: The Silver Teeth**. The arrows represent both the starting positions of each blade upon first entering the room, and the direction in which each of them travels.

The final panel appears to show the devil being bound in chains and banished back beneath the earth. An iron door stands in the middle of the northern wall, directly across from the silver door leading back outside. A heavy silver block, 5 feet wide and 4 feet tall, stands directly in front of the iron door.

A space in the ceiling above the door to **2: The Green Guard** once held the silver block, the only remaining evidence of one of the traps that was triggered when the lone rogue opened the iron door.

The iron door. The door has three locks, each seemingly more complex than the last. All of them have already been unlocked. A **DC 12 Intelligence (Investigation)** check reveals runes along the outside edge of the door. A **DC 15 Intelligence (Arcana)** check made by a character **proficient in that skill** reveals that passing through the doorway will trigger a *disintegrate* spell.

Disintegrate trap. Passing through the doorway triggers a *disintegrate* spell targeted at whichever creature triggered it. This spell differs from the spell on page 233 of the *Player's Handbook* in the following ways:

- It deals **3d6+10** force damage.
- It requires a **DC 15 Dexterity saving throw** to avoid the damage.
- It is considered a **4th level spell** for the purposes of *dispel magic* or *counterspell* attempts.

Scaling this trap: For an easier challenge, do not reset the *disintegrate* trap once it has been triggered for the first time.

Falling silver block. A **DC 15 Intelligence (Investigation)** check reveals a mechanism within the door that will drop a large silver block in the space immediately in front of the door. This trap has already been triggered.

2: THE GREEN GUARD

Two **green guardians** (CR 4) stand to either side of the door leading to **1: Entrance Chamber**. The four **iron pillars** contain spinning blade traps. The guardians and the traps remain dormant until either the **key disk** found in **2a: The Restless Adventurer** is touched, or the **oubliette** in **7: The Emerald Oubliette** is opened. If the oubliette has not been opened - i.e. Cuaxhl is still imprisoned - the traps and guardians can be deactivated by leaving the room or by returning the key disk to the pedestal at the northern end of the room.

Two huge statues flank the door to this large hall, each carved out of the same green stone that made up the mural in the entrance chamber. Where you would expect to see faces they instead have featureless ovals of smooth silver, and their fingers taper to sharp silver blades. One of the statues has dried blood smeared across the silver oval on the front of its head.

Four 10-foot-wide pillars of iron support the ceiling, each of them adorned with thick stripes of silver. A wide opening in the eastern wall seems to lead to an adjoining chamber or corridor.

Depending on their lighting or the extent of their darkvision, the part may also be able to make out the pedestal that stands against the northern wall.

Pedestal. The pedestal is made of silver. It is 4 feet high and 2 feet in diameter. A circular indentation in its top surface is designed to hold one of the key disks required to open the oubliette, and is the place where the dead adventurer in **2a** found the desk with her body. The core of the pillar is magnetic, and items made of ferrous metals will stick to the surface of the pedestal, requiring a **DC 10 Strength** check to remove. Placing a key disk on the pedestal disarms the pillars and deactivates the **green guardians** in this room.

Once the party have crossed enough of the room to come into range of the pedestal, you should make sure you describe it to them.

Pillars. A **DC 12 Intelligence (Investigation)** check reveals that the stripes of silver in the pillars are hinged to fold outwards. They are actually heavy silver bars. If the key disk in **2a** is touched or the **Emerald Oubliette** in **7** is opened, the pillars begin to spin. Any creature who moves within 5 feet of the spinning pillars, or who starts their turn there, must succeed on a **DC 16 Dexterity** saving throw to dodge the bars or take 2d10 points of bludgeoning damage.

Creatures. If the key disk in **2a** is interacted with or the oubliette in **8: The Emerald Oubliette** is opened, the two **green guardians** (see Appendix B) come to life. Their mission is to prevent the key disk from leaving this area, or to kill anybody attempting to leave the Hall of Lament once the oubliette is opened. They fall dormant if there is nobody alive in the room with them.

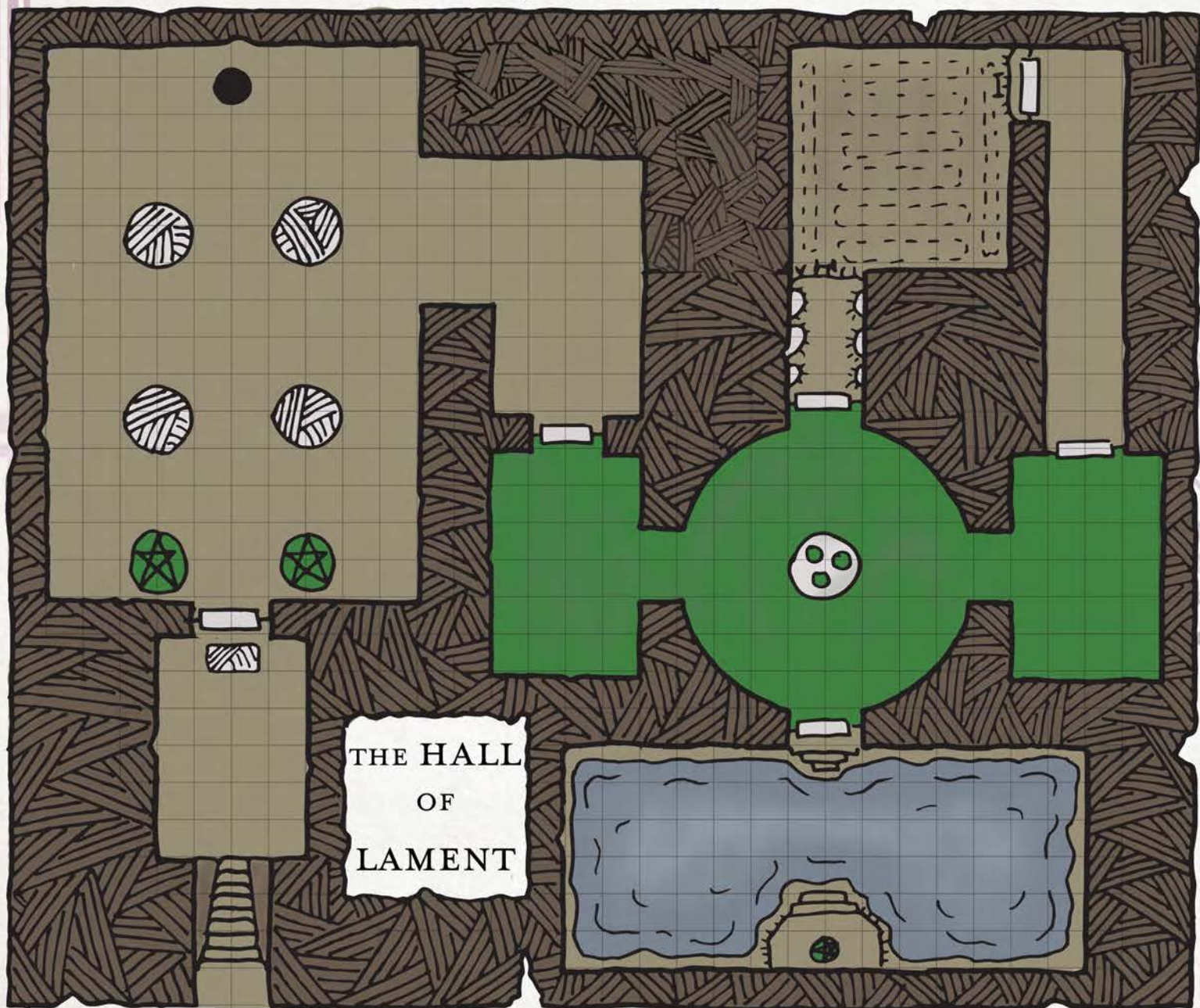
Scaling this encounter: The pillars only deal 1d10 points of damage, and the DC to avoid them is 14. The number of green guardians does not vary.

2A: THE RESTLESS ADVENTURER

This chamber contains the remains of the dead adventurer. A concealed panel in the eastern wall can

PLAYER MAP

ONE SQUARE = FIVE FEET



be removed to access a ventilation shaft that leads to **4: Mechanism Room** and **5: The Silver Teeth**.

Another iron door stands in the southern wall of this antechamber. The body of a slender half-elf in dark leather armour lies slumped on the floor beside it. Her face is obliterated, caved in by some monstrous force, and her left arm ends in a smooth stump. The missing hand is still wrapped around the handle of the door, and a lockpick - presumably hers - still protrudes from the door's lock.

Lying on the ground beside the dead rogue is a heavy-looking disk of green stone, a foot wide and nearly 8 inches thick.

The secret tunnel. Characters who succeed on a **DC 14 Wisdom (Perception)** check (or with a **passive Perception** high enough to pass) can make out a dull vibration in the walls in the northeast corner of this chamber, and the sound of grinding metal. A **DC 15 Intelligence (Investigation)** check (made at advantage if the vibration has been sensed) reveals a 4-foot-square section at the base of the east wall is actually a façade that can be removed to gain access to a narrow tunnel.

The dead adventurer. The adventurer was attacked by the green guardians in **2: The Green Guard** when she removed the key disk, and ultimately killed while trying to open the door to escape the guardians.

The following items can be found on her body:

- A **burglar's pack** (*PHB*, page 151)
- A hand crossbow with **6 silvered bolts** (these act as normal crossbow bolts but bypass damage resistances negated by silver weapons)
- A rapier
- A pouch containing **72sp** and **7 gemstones** worth **50gp** each (2 x star rose quartz, 2 x jasper, 2 x sardonyx, 1 x carnelian)
- A **decanter of endless water** (*DMG*, page 161)
- A **potion of superior healing** (*DMG*, page 187)
- A life size wooden hand. It is fully poseable, and missing its ring finger from the first knuckle

The door. This normal iron door is **locked** and **trapped** with a falling silver block. Picking the lock requires a successful **DC 15 Dexterity (Thieves Tools)** check. The lock has a **toughness** of 20.

The falling block. Spotting the trap - a falling block identical to that in **1: Entrance Chamber** - requires a **DC 12 Wisdom (Perception)** check (made at advantage if players are specifically looking for another falling block). Disarming the mechanism

requires a **DC 20 Dexterity** check. The trap is triggered when the door is opened; a block of silver 5 feet wide and 4 feet tall falls from the ceiling directly in front of the door. Anybody standing there must make a **DC 18 Dexterity saving throw**, taking 4d10 bludgeoning damage on a failed save and no damage on a success.

The disk. The green stone disk is one of the three keys required to open the oubliette and was retrieved from the pedestal in **2: The Green Guard**. It is made of an unknown material, and contains a magnetic core. It is one foot in diameter, 8 inches thick, and weighs 40 pounds. There is nothing inherently special, unusual, or magical about it. If the disk is interacted with, the **green guardians** and the **pillars** in **2: The Green Guard** spring to life.

3: THE ACCESS TUNNEL

The noise is much louder in the cramped tunnel, a deafening cacophony of whirring gears and gnashing metal teeth with no apparent source.

This small passage is cramped and lined with vicious silver blades. It is 3x3 feet, and 20 feet long. It can only be entered by medium or smaller creatures. Medium creatures must crawl through the tunnel, and are considered prone and must move at half speed. This tunnel is considered difficult terrain.

Creatures entering the tunnel for the first time, or who start their turns there must succeed on a **DC 14 Dexterity** check to manoeuvre past the jagged silver blades lining the sides of the tunnel, taking 2d8 slashing damage on a failure.

The eastern end of the tunnel is covered by another panel identical to the first one, which can be easily pushed out of the way to access **5: The Silver Teeth**. This exit is 20 feet above the floor of **5. The Silver Teeth**.

Characters who fall from the tunnel must succeed on a **DC 12 Dexterity (Acrobatics)** check or take 7 (2d6) falling damage. There is a 50% chance that a silver blade is directly below the panel, and characters landing on one of the saws must make a **DC 16 Dexterity saving throw** or take 2d10 slashing damage (halved on a successful save). If the blades in **5: The Silver Teeth** have been deactivated, this damage is reduced to 1d10 and is negated entirely by a successful save.

Scaling: For an easier adventure, remove the blades lining the walls of this tunnel.

4. MECHANISM ROOM

This narrow room is tightly packed with the gears and pistons that control the blades in **5: The Silver Teeth**. Destroying this mechanism prevents the main room trap from functioning. The trap mechanism has a **toughness** of 20 and **40hp**.

5: THE SILVER TEETH

This whole room is a trap, designed to prevent anybody retrieving the **key disk** located in the alcove in the north wall. If the players have not deactivated the traps by destroying the mechanism in **4: Mechanism Room**, read or paraphrase the following:

The sound is the first thing that strikes you - the constant high drone of many blades slicing through the air. The source soon becomes evident; the floor and walls hold enormous circular silver saws that slide back and forth along long grooves, each of them spinning so fast that their teeth are a single blurred line of almost pure silver.

The floor is lower in this room, and iron ladders descend 20 feet from the doors in the south and east walls. Halfway up the north wall is a shallow alcove holding another silver pedestal, on which rests a second green disk.

If the traps have been deactivated all of the blades are stationary. If the trap is active, have the players roll initiative before attempting to cross the room. Climbing along the walls - which are smooth and mostly free of handholds - requires a successful **DC 25 Strength (Athletics)** check, making use of the narrow seams between the iron blocks that the walls are constructed from. This can be reduced to **DC 15** using pitons.

The door on the eastern wall is 30 feet from the floor, 10 feet higher than the ledge at the end of the southern hallway.

THE SILVER BLADES

Complex trap (level 5-10, dangerous threat)

Trigger. This trap activates as soon as one of the doors to the room is opened, and it remains active until there are no living creatures remaining in the Hall of Lament (or until the mechanism in **4: Mechanism Room** is disabled).

Initiative. The trap acts on initiative 20 and 10.

Active Elements. The Silver Blades include a set of spinning horizontal blades in the walls of the passage leading to **7: The Emerald Oubliette** and 8 large vertical blades in the floor of this room.

Floor Blades (Initiative 20): The blades move back and forth in their grooves each turn. Each blade is 10 feet wide and has a **speed** of 20. They attack any

creature they share a space with, have a +6 bonus to attack and deal 11 (2d10) slashing damage on a hit.

Wall Blades (Initiative 10): The wall blades attack each creature in the 20 foot hallway leading to **7: The Emerald Oubliette**, have a +8 bonus attack roll and deal 22 (4d10) slashing damage on a hit.

The alcove. The alcove is 20 feet above the floor. It contains a silver pedestal identical to the one in **The Green Guard** room, and holds a green disk identical to the one recovered from the dead rogue in **2a**. This is another key disk.

The access panel. A concealed panel in the west wall leads to **3. The Access Tunnel**. It is level with the hallway leading to **8. The Emerald Oubliette** and requires a **DC 15 Intelligence (Investigation)** check to locate (made at advantage if the players are already aware of the tunnel). This check can be made from the ledge at the end of the hallway leading to **8: The Emerald Oubliette**, and the panel can be removed from that ledge without having to climb the wall. Entering the tunnel without taking damage from the sharp teeth embedded in its walls requires a **DC 15 Dexterity** check.

6: THE SILVER SPHERE

The northern end of this corridor is noticeably higher than the southern end, and the floor runs in a smooth slope from north to south. The iron walls are free of decoration or ornament.

THE SILVER SPHERE

Complex trap (level 5-10, deadly threat)

Trigger. This trap activates as soon as a creature enters the room and the door closes behind them. A magical portal opens at the northern end of the hallway and releases a giant silver sphere lined with numerous blades, which hurtles down the slope. When it reaches the bottom of the slope, a second portal briefly appears and teleports the sphere back to the top of the slope to begin the process again.

Initiative. The trap acts on initiative 10 (but see the dynamic element below).

Active Element. The Silver Sphere is a spherical, bladed boulder that almost fills the hallway. Each creature in the hallway must make a **DC 18 Strength saving throw** when the sphere activates. On a failed save, a creature takes 16 (3d10) bludgeoning damage and 5 (1d10) slashing damage and is knocked prone. Objects that block the sphere, such as a conjured wall or a giant silver block, take maximum damage. The sphere travels the entire length of the ramp on its turn.

Dynamic Element - Must Go Faster. After its turn, the sphere gains speed, represented by its damage increasing by 5 (1d10). While its damage is 38 (7d10) or greater, it acts on both initiative 20 and 10.

Countermeasures. There are a few ways in which the trap can be disarmed:

Stop the Sphere. Stopping the sphere is the easiest way to disrupt the trap, either with a *wall of force* or any other object with enough hit points to absorb the damage without being destroyed.

Thinking With Portals. Either portal can be disabled with three successful **DC 20 Intelligence (Arcana)** checks, but it takes time to analyse the portal to interfere with its magic. Glowing green runes in the ceiling and floor on both ends of the hallway open the portals. A creature must first use an action to examine a set of runes, then use a subsequent action to attempt to desecrate them safely. Each successful check reduces the sphere's impact by 5 (1d10) bludgeoning damage (the slashing damage is never increased or reduced), as the sphere loses speed moving through the failing gate.

Alternatively, a set of runes can be disabled with three successful castings of dispel magic (DC 19) targeting any of the runes in the set. If the southern portal is destroyed, the sphere slams into the wall and comes to a halt, blocking the door to **7b: East Antechamber**.

Scaling this encounter: For an easier trap, don't allow the sphere to speed up and remove the silver blades from the ball so that it deals no slashing damage. For a more difficult encounter, make the surface of the ramp difficult terrain.

7A + 7B: ANTECHAMBERS

These two rooms are identical, with the only difference being that there is no trap on the iron door in **7b**. Creatures in these antechambers have a clear view into **7: The Emerald Oubliette**.

The walls and floor of this small chamber are made of the same green material as the mural in the entrance chamber, and contain more carvings showing hordes of devils destroying an unknown town and being fought off by elven mages. Etchings of green flames are rendered so carefully that they almost seem to shimmer and move. The battle depicted on the walls was obviously fought furiously, and the mural does not make it clear who the victor was.

Sealed in. A **DC 20 Wisdom (Perception)** check reveals imperfections in the ceiling where this chamber joins **7: The Emerald Oubliette** that suggests huge blocks of green stone may be rigged to

fall, though there does not appear to be any trigger to cause this.

7: THE EMERALD OUBLIETTE

This room contains the prison that holds **Cuaxhl**. The moment one of the key disks is placed onto the oubliette's seal, the two rigged parts of the ceiling in **7a** and **7b** slam down and seal off those exits to the room. Any creatures inside the antechambers may attempt a **DC 20 Dexterity saving throw** to react and dive into this room. Failure results in the party being separated from one another. Each falling block is 10 feet thick, and voices will not carry through it.

Anybody caught beneath one of the falling blocks must make the same Dexterity saving throw. Creatures who fail are crushed beneath the falling block and take 55 (10d10) bludgeoning damage.

The players are likely to return to this room multiple times. The first time they enter the room, read the following:

Like the antechambers to either side of it, the entirety of this chamber is rendered in green stone. The same runes that flickered along the outside of the Hall of Lament pulse and flash in the walls here, though with much more intensity than outside.

The floor in the centre of the room holds a round silver disk 10 feet in diameter. Its surface is carved with endless spirals that loop and curve around each other. Three circular impressions in the surface of the disk thrum gently to themselves, a deep bassy rumble that you can sense on the edges of your hearing.



Circular impressions. Placing the three key disks onto the impressions in the ground opens Cuaxhl's prison. Any disk that comes within a foot of one of the impressions is attracted to that impression by an incredibly strong magnetic force that requires a **DC 20 Strength (Athletics) check** to resist and maintain a grip on the disk. Removing a disk that has been placed in an impression requires a **DC 25 Strength (Athletics) check**. Placed disks begin to rotate slowly in place, with the speed increasing as each subsequent disk is placed. Once all three disks are in place, move to the encounter below.

Scaling this room: Once the blocks fall, they can't be raised again. The only way out of the Hall of Lament is via **3: The Access Tunnel**. If your players haven't found this yet, you can choose to have the force of the blocks falling be enough to dislodge the hidden panel in **5: The Silver Teeth** and reveal the exit.

ENCOUNTER: CUAXHL

Once the third key disk is in place, read or paraphrase the following:

The third disk is pulled into place and the three begin to spin rapidly, so much so that it seems like the spirals in the silver disk are spinning along with them. Then it becomes clear that they are spinning, because the silver disc in the floor is now beginning to rotate.

As it picks up speed, the silver disk begins to rise under its own power, sliding up out of the ground to reveal an enormous silver plug. A foot of silver, two feet of silver, upwards and upwards until ten feet of solid silver has risen silently up out of the ground. A sliver of darkness appears beneath it, widening into a deep black pit as the plug clears the ground and continues up towards the ceiling of the chamber.

As the darkness widens, noises emerge - the rattle of chains, and a deep, feral snarl. The silver plug rises, and now you see thick black chains suspended from the bottom of it, whirling madly under the rotation of the plug that holds them. As the silver disk reaches the roof, the spinning stops and the chains fall still.

Then, with a furious roar, the thing inside the pit emerges, dragged upwards by vicious hooks on the ends of the chains that pierce its leathery flesh. Understanding crashes over you; there is no treasure here. There is only the devil from the murals on the walls, and you're locked in here with it.

Roll initiative.

Creatures. Cuaxhl is a **chain devil** (MM, page 72).

Tactics. Cuaxhl has been sealed in his prison for half a millennium, unable to indulge in his favourite

activity - inflicting unending pain and misery upon everything that crosses his path. He uses the chains he has spawned inside the oubliette to lash out at anybody who comes near and uses his *unnerving mask* reaction frequently to unsettle his foes. Make liberal use of his telepathy, as Cuaxhl unleashes a torrent of depravity into the minds of his enemies.

Scaling this encounter: For a harder encounter, allow the chains to act on Initiative 10 as well as when Cuaxhl uses his ability. Don't make this encounter easier; Cuaxhl is a CR 8 monster, and while that is a Hard encounter for parties of 6th level, they can still survive if they are smart.

8. THE CROOKED TROPHY TAKER

A short flight of green stone steps descends from the doorway to a pool of water barely a foot deep. The iron walls pulse with green runes, and at the south side of the room a low stone altar rises up out of the water. A green statue stands on the altar, the bust of an elven man with his arms outstretched towards you. His right hand clutches a vicious silver dagger, which he is dragging across his upraised left palm.

On the altar in front of him, directly beneath his outstretched hands, sits a bowl carved of green stone. Dark stains around the inside of it are stained with what looks suspiciously like dried, ancient blood. A narrow groove runs down the altar to another green disk at the base of the altar, which rotates gently under its own power.

The sacrifice. The key disk is stuck to the surface of the altar by a powerful enchantment. Treat this as a 7th level spell for the purposes of *dispel magic*. Removing the disk requires a blood sacrifice. 20hp of damage must be inflicted using the silver dagger held by the statue, and the blood allowed to flow onto the disk. This damage can be split across multiple creatures. Creatures inflicting damage on themselves with the dagger need not make attack rolls, and if you wish you can rule that they automatically deal maximum damage. The ceremonial dagger functions as a normal dagger, and uses a d4 for damage.

Scaling this encounter. For an easier encounter, lower the required sacrifice to 10hp and allow characters to attempt a **DC 12 Wisdom (Arcana) check** to determine what the ritual requires. For a harder encounter, all of the blood must come from the same creature.

Loot the room. The silver dagger is a *cursed devilsought dagger +1*. See **appendix A** for more details.

AFTERMATH

Once Cuaxhl is dead, it is up to you whether the dungeon resets itself or if the players must still successfully get to the exit; this will involve the razor blades of **3: The Access Tunnel** and fighting off the **green guardians** if they are still alive.

If the party flees the dungeon after freeing Cuaxhl, the devil is once more unleashed on the world. He will probably spend some time wreaking havoc on Lemarchand's Lament, but he will never forget the first toys he played with after his 500 years of imprisonment. Expect him to track the party down and continue to toy with them until they deal with him for good.

The party should be awarded 3,900 xp for defeating Cuaxhl and 1,100 xp for each of the green guardians that was defeated.

If you use the rules governing **The Adventuring Day** (*Dungeon Master's Guide*, p. 84) then you should award story XP for completing the dungeon as though the party had earned their average amount for the day. For a party of 5 characters of 7th level, this amounts to another 3,780 xp each for completing the adventure.

APPENDIX A: NEW MAGIC ITEM

DEVILSOUGHT DAGGER

Weapon (dagger), very rare

This dagger's blade is made of silver.

The *devilsought dagger* is a relic of the devilwar that led to the building of the Hall of Lament and subsequent imprisonment of Cuaxhl.

Curse. Once you use this dagger to wound a creature other than yourself, you immediately attune to it (and lose attunement to the most recent item you attuned to, if you are attuned to the maximum number of items). You cannot choose to end this attunement.

While attuned to this dagger, the wielder becomes hunted by a **pit fiend** who wants to reclaim the item (though not necessarily to kill the wielder of it).

APPENDIX B: MONSTERS

GREEN GUARDIAN

The sorcerers who designed the Hall of Lament to hold Cuaxhl knew that traps and magic alone would not hold him should he ever find a way out of the oubliette. They constructed these giant guardians and coated their most dangerous parts in silver, so as to bypass the devil's resistances.

GREEN GUARDIAN

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	2 (-4)	10 (+0)	8 (-1)

Skills Athletics +5

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft., passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Breaker of Chains. The green guardian has advantage on ability checks and saving throws made to escape a grapple.

Silver Weapons. The green guardian's claws and face are silver weapons.

ACTIONS

Multiattack The green guardian makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 10ft., one creature. *Hit:* 14 (1d12 + 4) slashing damage.

Headbutt. *Melee Weapon Attack:* +6 to hit, reach 10ft., one creature. *Hit:* 26 (4d10 + 4) bludgeoning damage.

CHAIN DEVIL (KYTON)

Full details of the kyton can be found on page 68 of the *Monster Manual*. Presented here is the stat block you will require to run this adventure.

CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impeded the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes two attacks with its chains.

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

Hit: 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

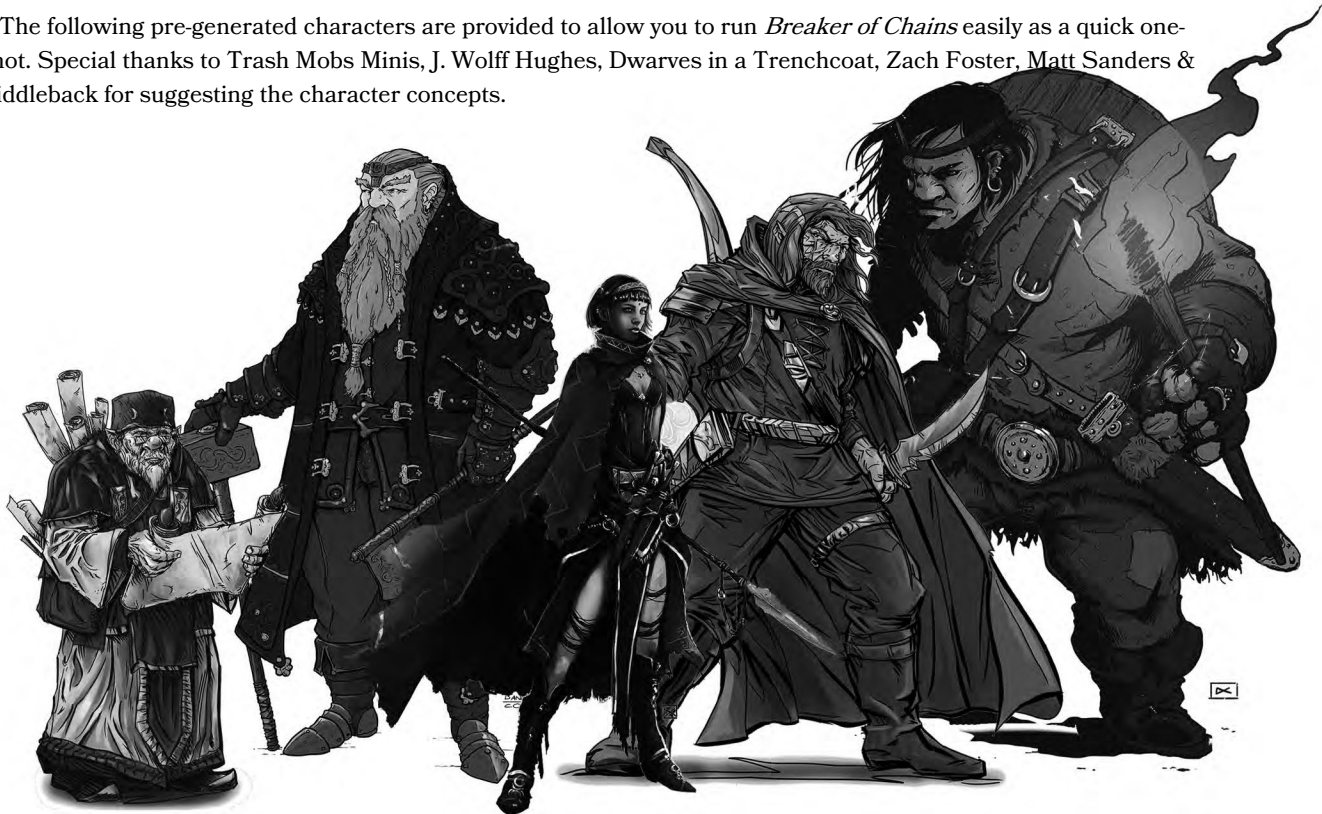
REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

APPENDIX C: PREGENERATED CHARACTERS

Art by Daniel Comerci

The following pre-generated characters are provided to allow you to run *Breaker of Chains* easily as a quick one-shot. Special thanks to Trash Mobs Minis, J. Wolff Hughes, Dwarves in a Trenchcoat, Zach Foster, Matt Sanders & Fiddleback for suggesting the character concepts.



MOOK

Human, Fighter (Champion) 7



Mook likes to hit things. Mook likes to get hit.

But mainly, Mook likes to hit things. He used to do it in the gladiator pits. Now he does it in dungeons, and pubs, and fields, and streets, and toilets.

Alignment: Lawful Neutral **Prof. Bonus:** +3

Background: Acolyte **Initiative:** +5

STR	DEX	CON	INT	WIS	CHA
+4	+3	+3	-1	+1	+1

Saves

Strength +7 **Constitution** +6

AC: 18/20 w/shield **Speed:** 30 ft. **HP:** 92

Attacks: (2/round, Crit 19/20)

Vicious Longsword +7, 1d8 + 6/versatile 1d10+4
(*magic weapon*)

Glaive +7, 1d10 +4

Skills: Acrobatics +6, Athletics +7, Intimidation +5,
Perception +4, Performance +5

Senses: darkvision 60 ft.

Passive Perception: 13

Fighter Abilities:

Action Surge. Take an extra action (use once/rest, see *PHB p.72*)

Dueling. When you are wielding a melee weapon in one hand and no other weapons, to gain a +2 bonus to damage rolls with that weapon (already factored into longsword damage).

Relentless Endurance. Drop to 1 HP instead of being reduced to 0.

Remarkable Athlete. +2 to STR, DEX, or CON checks that don't already include prof bonus; running long jump increases by 4ft. (see *PHB p.72*)

Savage Attacks. On critical hit, add additional damage dice roll (see *PHB p. 41*)

Vicious Weapon, Longsword. When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

Bonus Actions

Great Weapon Master. When you crit or reduce a creature to 0 HP with melee weapon, make one melee weapon attack as bonus action. When you make a melee attack with heavy weapon, you can take -5 on attack to deal +10 damage (see *PHB p. 167*)

Second Wind. Regain 1d10 + 7 HPs (use once/rest, see *PHB p.72*)

Special Equipment/Possessions: Half plate, shield, vicious longsword, whetstone, torch x 10, an undead fly tied to a 2-foot length of fishing line.



TAG

Half-elf, Monk 7

Tag's only escape from the misery of growing up on the streets was her art. She left her mark wherever she went, daring herself to get to the highest, most dangerous parts of the city to paint her tag there. As an adventurer she follows the same drive, marking places she has been - and enemies she has beaten - with the paint brush on the end of her quarterstaff.

Alignment: Chaotic Good

Prof. Bonus: +3

Background: Urchin

Initiative: +3

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	0	+2	+2

Saves

Str +2

Dex +6

AC: 15

Speed: 55 ft.

HP: 46

Attacks: (2/round)

Martial Arts +6, 1d6 + 3

Dart +6, 1d4 + 3

(quarterstaff)

Senses: darkvision 60 ft.

Skills: Acrobatics +6, Athletics +2, Performance +5, Sleight of Hand +6, Stealth +6, Survival +5, Thieves' Tools +3, Painter's Supplies +3

Passive Perception: 12

Monk Abilities:

Minor Illusion. You know the *minor illusion* cantrip
Shadow Arts. Spend 2 ki to cast *darkness*,
darkvision, *pass without trace*, or *silence* (see *PHB*
p.80)

Stillness of Mind. End one effect causing you to be
charmed or frightened (see *PHB p.79*)

Bonus Actions

Flurry of Blows. After you take Attack action, spend
1 ki to make 2 unarmed strikes

Martial Arts. Make an extra unarmed strike when
you take Attack action.

Patient Defense. Spend 1 ki point to take the
Dodge action

Shadow Step. Teleport 60 ft. and gain advantage on
first melee attack before end of turn (see *PHB p.80*)

Step of the Wind. Spend 1 ki point to take the
Disengage or Dash action and jump distance is
doubled for the turn (see *PHB p.78*)

Reactions

Deflect Missiles. When hit by a ranged attack,
reduce damage by $1d10 + 10$. If reduced to 0, catch
the missile and use it in a ranged attack (20/60) as a
monk weapon (see *PHB p. 78*)

Slow Fall. Reduce falling damage by 35 (see *PHB*
p.78)

Features, Traits, and Feats

Ki points 7

Evasion. When you succeed on a DEX save to take
half damage, you take none. If you fail, you take half
(see *PHB p.79*)

Fey Ancestry. Advantage on charmed saves and
immune to sleep magic (see *PHB p.39*)

Ki-Empowered Strikes. Your unarmed strikes
count as magical

Mobile Feat. Dash through difficult terrain doesn't
cost extra movement; don't provoke opportunity
attacks from a creature you made a melee attack
against (see *PHB p.168*)

Stunning Strike. When you hit a creature with a
melee attack, spend 1 ki point to stun the creature if it
fails a DC 13 Con save (see *PHB p.79*)

Special Equipment/Possessions: Quarterstaff with
a paint brush on one end, painter's supplies. 10
pitons, 50' hemp rope, crowbar, a wanted poster with
her own face on it, 14gp.

WERNER WINDHAM

Human, Cleric (Life) 7



Werner's purpose is to heal - but it is a healing far removed from the purity of traditional clerics. Healing only exists when there is suffering, and he is drawn to the places where there is the most pain. He believes that every ounce of suffering he inflicts allows him to suffer an equal amount for those who are good and pure. Each morning he digs a small grave and says a prayer "for those who never get buried".

Alignment: Chaotic Good

Prof. Bonus: +3

Background: Acolyte

Initiative: 0

STR	DEX	CON	INT	WIS	CHA
+2	0	+2	+1	+3	-2

Saves

Dexterity +6

Intelligence +5

AC: 14

Speed: 30 ft.

HP: 55

Attacks:

Maul +5, 2d6 + 2

Greataxe: +5, 1d12 + 2

Skills: History +4, Insight +6, Medicine +6,
Persuasion +2, Religion +4. Stealth at disadvantage.

Passive Perception: 13

Cleric Abilities:

Channel Divinity: Preserve Life. Distribute 35 HPs healing among any creatures within 30 ft., each can be restored to at most 1/2 their HP max.

Channel Divinity: Turn Undead. Undead within 30 feet must make a DC 14 Wisdom save or be turned for 1 min. or until damaged (*see PHB p.59*)

Blessed Healer. When you cast spells that heal a creature other than you, you regain 2 + spell's level HPs (*see PHB p.60*)

Disciple of Life. 1st level or greater healing spells increase healing by 2 spell's level HPs (*see PHB p.60*)

Savage Attacker Feat. Reroll melee weapon attack damage and use either total (*see PHB p.169*)

Magic

Caster Level 7

Spell Atk Bonus: +6 Spell Save DC: 14

Spells. Cantrips: **Guidance, Resistance, Sacred Flame, Spare the Dying.** 1st (4 slots): **Bane, Bless, Cure Wounds, Guiding Bolt, Healing Word, Inflict Wounds.** 2nd (3 slots): **Find Traps, Lesser Restoration, Prayer of Healing, Spiritual Weapon.** 3rd (3 slots): **Beacon of Hope, Bestow Curse, Dispel Magic, Mass Healing Word, Revivify.** 4th (1 slot): **Banishment, Death Ward, Guardian of Faith.**

Special Equipment/Possessions: Scale mail, reliquary, incense, a 10' chain with the bow and shoulder of a large broken key attached to one end.

WESLEY ESCHER

Gnome, Rogue 5/Cleric (Knowledge) 2



A former merchant specialising in items of the cursed and arcane, Wesley can often be found rummaging through stacks of dusty tomes for those with a penchant for the darker sides of magic. He has seen the depths of the hells, and knows that the light must never fall to that darkness.

Alignment: Lawful Good

Prof. Bonus: +3

Background: Guild Merchant

Initiative: +3

STR	DEX	CON	INT	WIS	CHA
-2	+3	+2	+2	+2	0

Saves

Dexterity +6 **Intelligence** +5

AC: 14

Speed: 25 ft.

HP: 57

Attacks:

Shortsword +6, 1d6 +3 **Shortbow:** +6, 1d6 +3

Skills: Arcana +8, Deception +3, History +8, Insight +5, Investigation +8, Perception +5, Persuasion +3, Stealth +6

Passive Perception: 15

Rogue/Cleric Abilities:

Damage Resistances: bludgeoning, trap

Channel Divinity: Knowledge of the Ages. Become proficient in a tool or skill for 10 mins (see *PHB p.59*)

Channel Divinity: Turn Undead. Undead within 30 feet must make a DC 13 Wisdom save or be turned for 1 min. or until damaged (see *PHB p.59*)

Dungeon Delver Feat. Advantage to detect secret doors; advantage on saves against and resistance to trap damage; search for traps at a normal pace (see *PHB p.166*)

Gnome Cunning. Advantage on INT, WIS, and CHA saves against magic

Second-Story Work. Climbing costs no extra movement, your running jump distance increases by 3 ft.

Sneak Attack. 3d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Reactions

Uncanny Dodge. Halve the damage from an attacker you can see that hits you (see *PHB p.96*)

Bonus Actions

Cunning Action. Dash, Disengage or Hide (use once/turn)

Fast Hands. Use your Cunning Action to make Sleight of Hands checks, use thieves' tools, or take Use and Object action (see *PHB p.96*)

Magic

Caster Level 2

Spell Atk Bonus: +5 **Spell Save DC:** 13

Spells. Cantrips: *Guidance, Minor Illusion, Sacred Flame, Spare the Dying.* 1st (3 slots): *Command, Identify, Cure Wounds, Protection from Evil and Good, Shield of Faith.*

Special Equipment/Possessions: *Leather armor of resistance (bludgeoning), pole (10-foot), ball bearings, crowbar, thieves' tools, hooded lantern, a candle that can never be lit, 48gp.*

ZAPRUDER

Human, Wizard 6/Ranger 1



Zapruder is an expert on monsters and has spent his life studying them, but is obsessed with cryptozoology and the pursuit of monsters that don't exist. This often clouds his judgement. Often paranoid and on edge.

Alignment: Chaotic Good

Prof. Bonus: +3

Background: Sage

Initiative: +2

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	+4	+1	-1

Saves

Intelligence +4 **Wisdom** +7

AC: 14

Speed: 30 ft.

HP: 44

Attacks:

Shortsword +6, 1d6 +3 **Shortbow**: +5, 1d6 + 2
(+1 magic weapon)

Skills: Animal Handling +4, Arcana +7, History +7,
Investigation +7, Medicine +4

Passive Perception: 11

Wizard/Ranger Abilities:

Arcane Recovery. When you finish a short rest, regain spell slots totalling no more than 3. (Once/day, see *PHB p.115*)

Arcane Ward. Magical ward with HP max 10, casting X-th level abjuration spells restores 2X HPs to it (see *PHB p.115*)

Favored Enemy. You have advantage on survival checks to track monstrosity creatures and on INT checks to recall info about them (see *PHB p.91*)

Natural Explorer. Your favored terrain type is forest. Related to the terrain type: 2X proficiency bonus for INT and WIS checks for which you are proficient, difficult terrain doesn't slow your group, always alert for danger, and can move stealthily alone at normal pace (see *PHB p.91* for full)

Researcher. If you don't know a piece of info you often know where to find it.

Reactions

Projected Ward. Shield a creature using your ward (range 30 ft., see *PHB p.115*)

Magic

Caster Level 6

Spell Atk Bonus: +7 Spell Save DC: 15

Spells. Cantrips: ***Fire Bolt, Friends, Mending, True Strike.*** 1st (4 slots): ***Burning Hands, Chromatic Orb, Expeditious Retreat, Mage Armor.*** 2nd (3 slots): ***Knock, Scorching Ray, Spider Climb.*** 3rd (3 slots): ***Fireball, Fly, Gaseous Form.***

Arcane Tradition: Zapruder is a paranoid little bugger, and abjuration gives him the tools he needs to stay out of trouble.

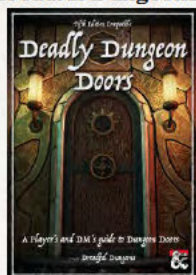
Special Equipment/Possessions: Hide armor he claims is made from a beast nobody else has ever heard of, *+1 shortsword*, spellbook, book entitled *The Mating Habits of the Common Basilisk*, component pouch.

APPENDIX D: PRODUCTS REFERENCED

This Appendix contains links to the other DMs Guild releases used in the production of this adventure. With the exception of *Trinkets Too* and *Strange Tidings* - both Loot The Room releases - I am not affiliated in any way with the authors of these products. They are all fantastic products that have been featured in Loot The Room's monthly [Best Of DMs Guild](#) roundups, and I highly recommend that you pick them up.

DEADLY DUNGEON DOORS

By Glen Cooper/Dreadful Dungeons



A really creative guide to creating a huge number of interesting doors to spice up your dungeons. It's also got some fantastic artwork that really helps to visualise some of the more unusual combinations of doors.

[Buy it now](#)

RANDOM DUNGEON ROOMS

By Kent Kelly

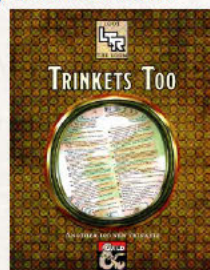


If you ever need a dungeon room in a fix, this has got you covered. Quickly and easily generate hundreds of thousands of ideas for rooms - including *The Crooked Trophy Taker* and *The Emerald Oubliette*.

[Buy it now](#)

TRINKETS TOO

By Chris Bissette/Loot The Room



100 new trinkets to drop into your game, each designed to provide future plot hooks for your adventures.

[Buy it now](#)

101 CURSES FOR MAGIC ITEMS

By Benjamin Campbell

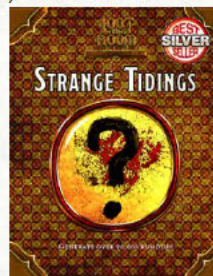


The moment I read this I knew it was going to find a permanent home in my game. Cursed weapons are fun, they don't get used enough, and there aren't enough of them in the game. This fixes those issues.

[Buy it now](#)

STRANGE TIDINGS

By Chris Bissette/Loot The Room

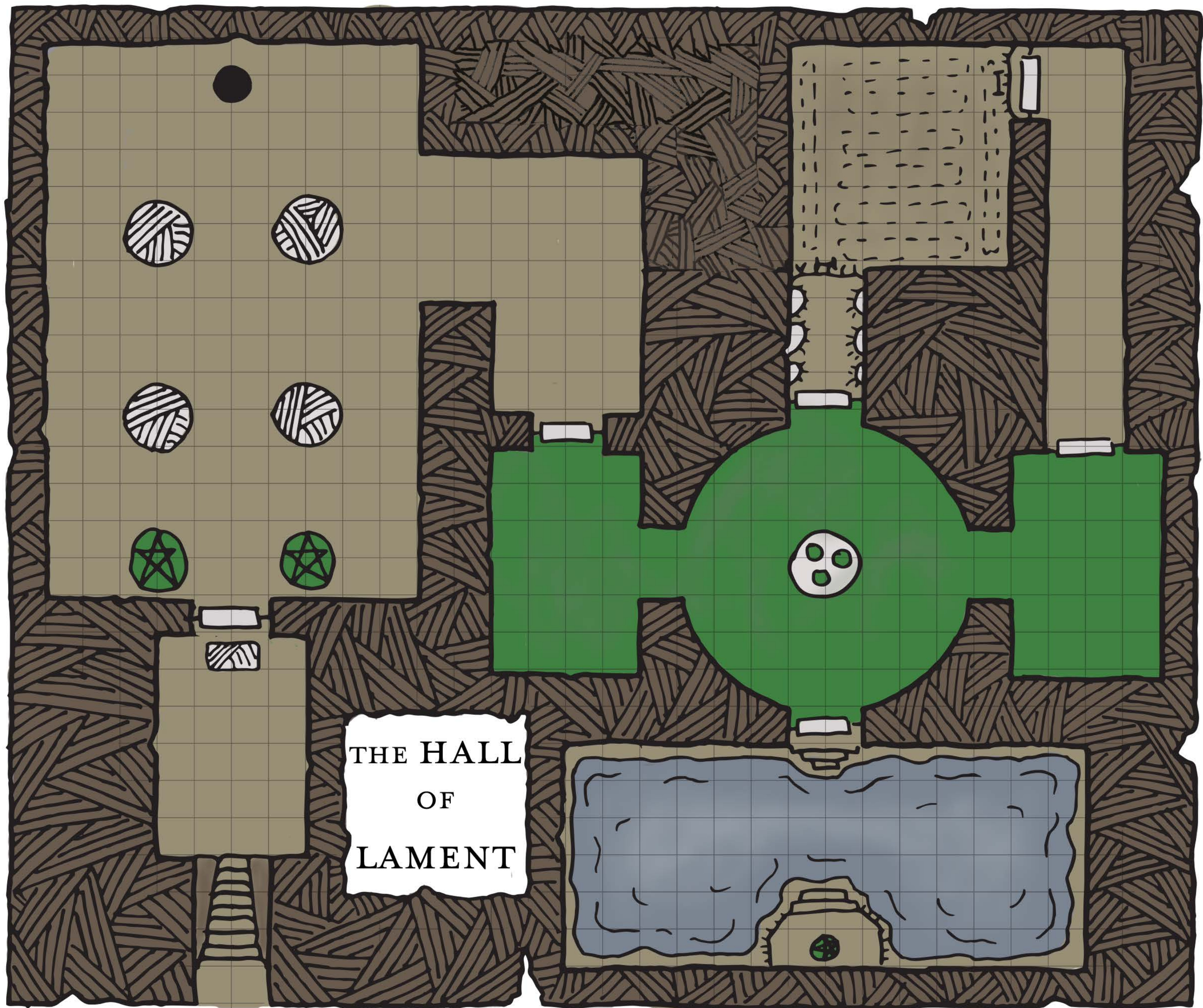


A plot hook/rumour generator with over 20,000 possible results. The original plot hook that led to *Breaker of Chain* was created using *Strange Tidings*.

[Buy it now](#)

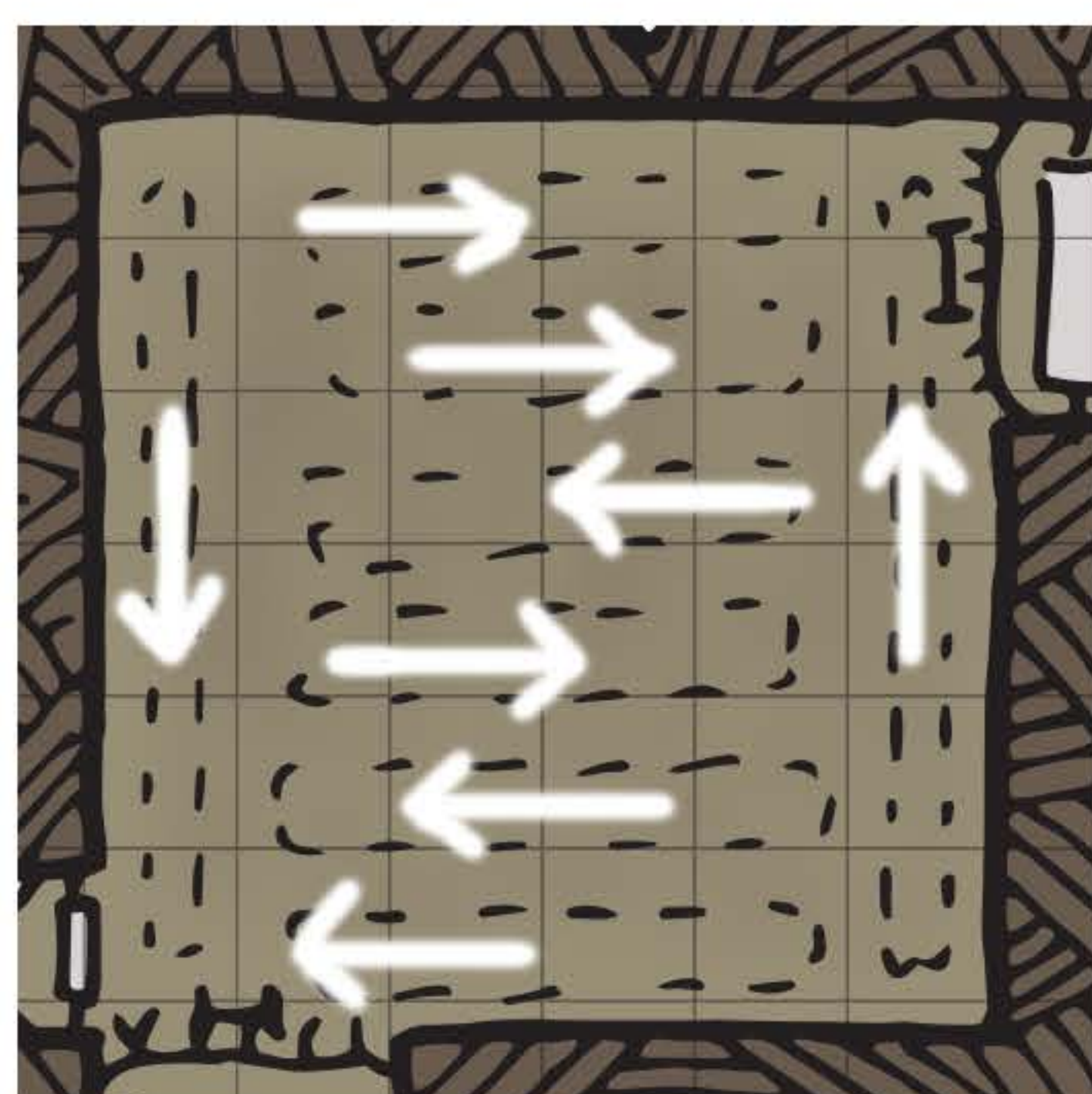
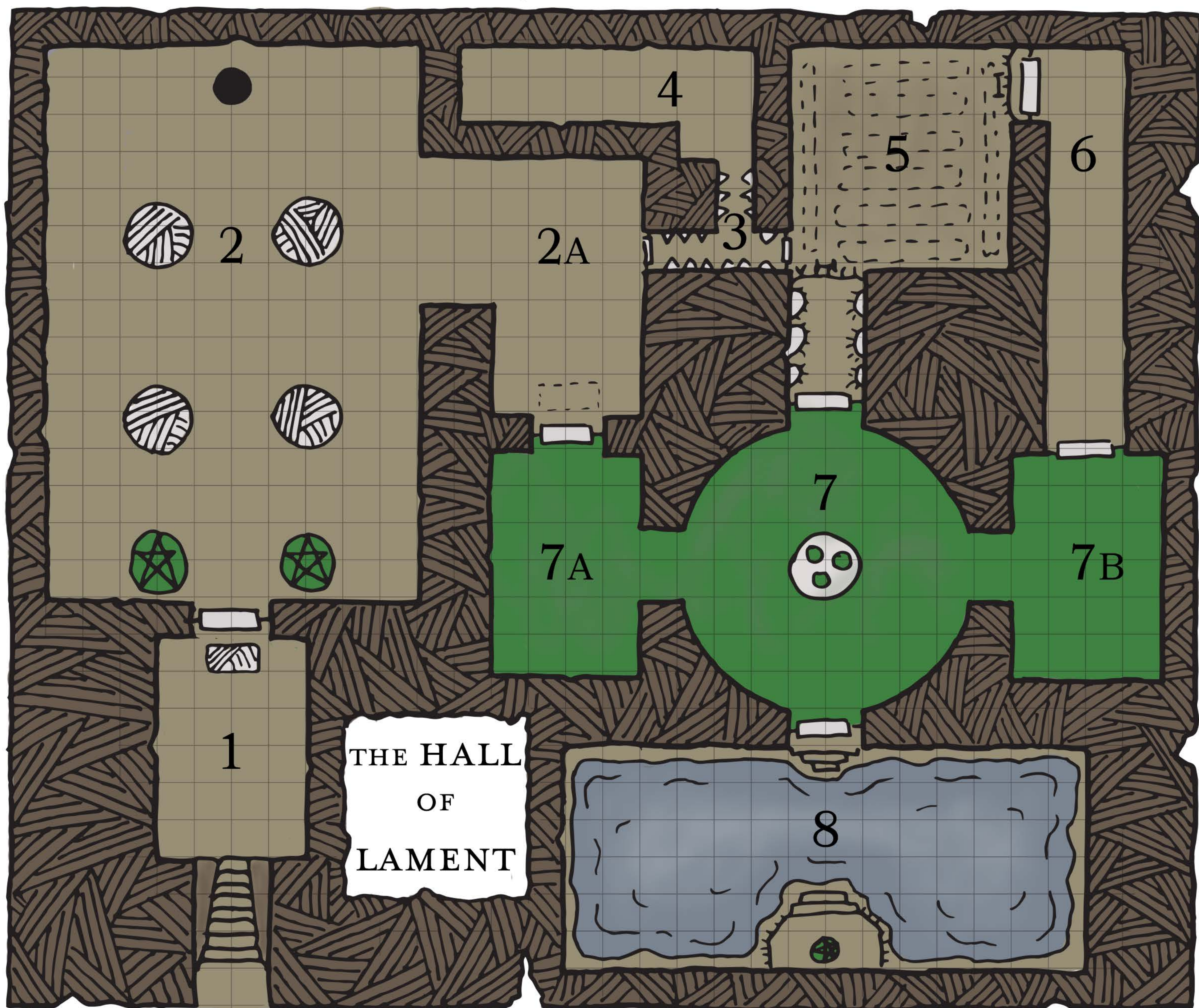
PLAYER MAP

ONE SQUARE = FIVE FEET



DM MAP

ONE SQUARE = FIVE FEET



THE SILVER TEETH: START POSITIONS

Each arrow represents one of the spinning floor blades in **5: The Silver Teeth**. The arrows represent both the starting positions of each blade upon first entering the room, and the direction in which each of them travels.