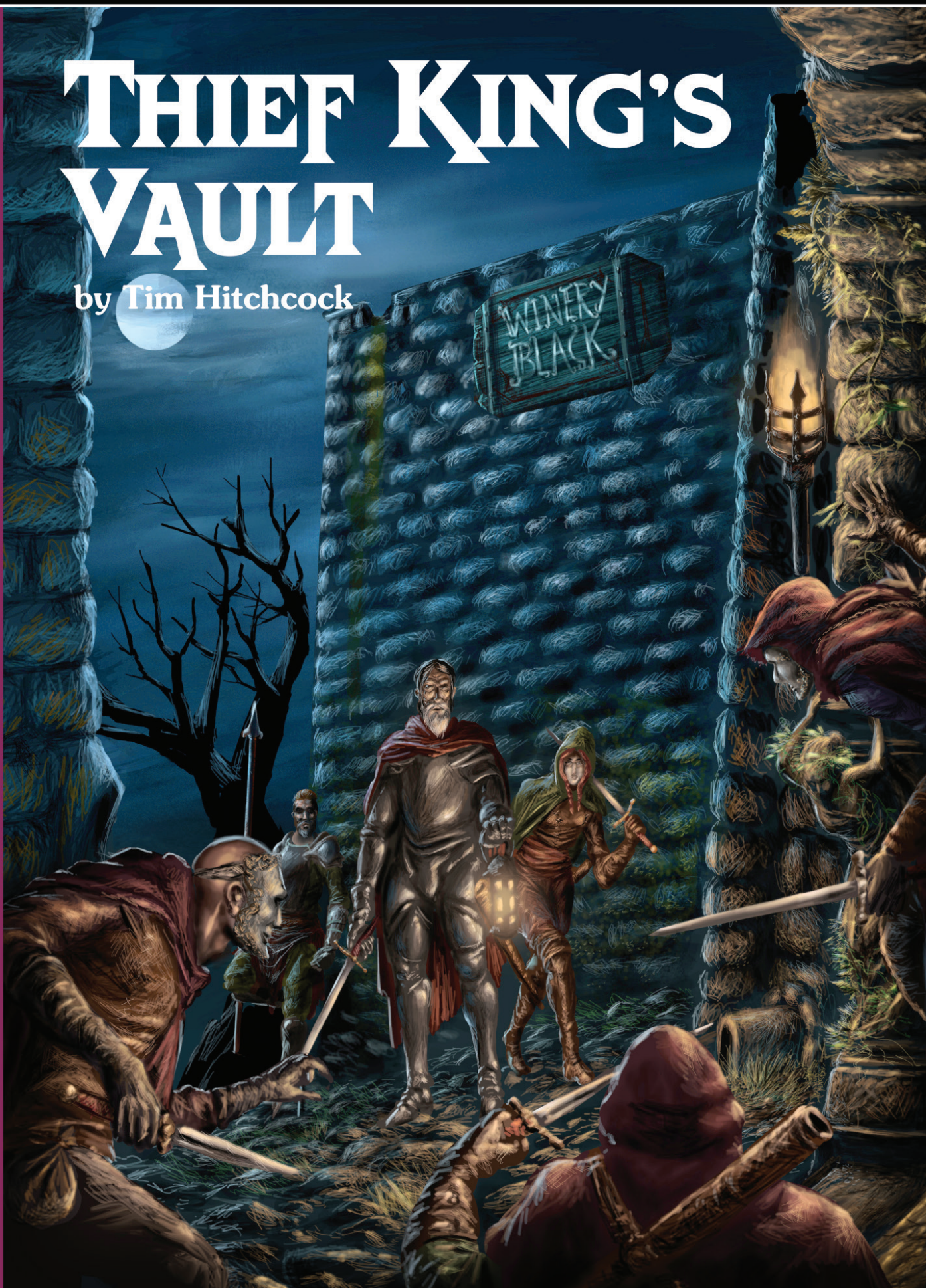




FROG GOD GAMES ADVENTURES

THIEF KING'S VAULT

by Tim Hitchcock



5TH EDITION
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THIEF KING'S VAULT

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The Thief King's Vault

By Tim Hitchcock

It has long been said there are no thieves in the city of Caltoshar. At night, one can safely walk the streets, and few worry about locking their doors. Yet one would be foolish to believe Caltoshar is without a criminal element, for there are thieves aplenty if one knows where to look. Personally, however, I'd advise you to assuage your curiosity with such matters, and enjoy Caltoshar for what it appears to be.

Introduction

The Thief King's Vault is a short adventure for six 5th-level characters. Players can use their own characters, or you may run it straight out of the box using the six pregenerated characters in the Appendix.

Background

The adventure revolves around the city of Caltoshar, a decently sized coastal city whose citizens have grown prosperous off foreign trade. Caltoshar is noted for its seemingly placid temperament, particularly in terms of criminal activities of which it is reputed to have none. This is largely due to the efforts of Governor Dalmont Black, who runs several shipping companies and Caltoshar's most popular winery, Winery Black, which has long served as his base of operations. He is popular with the public and has held his elected position for more than decade. Still, most of Caltoshar's citizens avoid discussing the governor's other title: the Thief King.

The reason no crime seemingly exists in the city is because Dalmont controls all of it and oversees a large network of thieves who operate out of the Caltoshar thieves' guild. Guild operations consist chiefly of smuggling and acts that target victims outside the city limits. These thieves travel up and down the coast, performing elaborate heists and burglaries that specifically target the wealthiest people. All guild members are forbidden to perform acts of thievery within the city limits, especially those that would target any citizen of Caltoshar. As might be expected, punishment for such acts is swift and merciless. Such transgressions receive no trial; only punishment — and all such incidents are kept hidden from the public. This is how Caltoshar earned its reputation as one of the safest cities in the known world, and how it has remained as such until now.

A dubious set of events now threatens the Thief King's rule. For the last three weeks, nobody has seen the normally gregarious Governor Dalmont. His wife Adessia has been holding down the business, but her presence at Winery Black has also been infrequent. Those who recently saw or spoke to her claim she seemed unusually detached and distant. Instead, the winery's general management now lies in the able hands of Dalmont's longtime business associate Colben Longmire. Dalmont left no official public word about his absence, and no one close to him has mentioned it. Life and business in the city have simply continued as usual. At first people thought the governor was out of town dealing with an extended political or business venture, but more recent rumors infer that something nefarious happened to Dalmont.

Act I: The Letter

The characters receive a letter of invitation to Winery Black, Caltoshar's finest winery.

It reads:

*My esteemed friend,
It is with great delight that I extend to you my sincere invitation to attend a private meeting at The Winery Black to sample our latest vintage from our highly-acclaimed cellars. We look forward to your arrival within the forthcoming week.*

*Sincerely,
Madame Adessia Black,
Governess of Caltoshar*

GM's Note: At least one of the characters should have ties to either Adessia, Dalmont, or someone else involved with the governor, his wife, or the thieves' guild of Caltoshar. If you are using the pregenerated characters, Kes Black is well aware of who sent the letter and assumes there is some sort of urgency. This individual should already know that Dalmont Black, Caltoshar's governor, owns the winery. Impressively, the invite appears to be from the governor's wife, Adessia. Furthermore, they should also know (or strongly suspect) that Dalmont has close ties to the thieves' guild of Caltoshar.

Upon arriving at the winery, a dark-haired man with a crooked nose and probing green eyes greets the characters with a pleasant smile. He introduces himself as Colben Longmire, Dalmont's longtime business associate (LN male human rogue 3). Colben apologizes that Adessia could not attend their meeting, then explains that she is interested in making them a generous offer in exchange for their services. If pressed for reasons why Adessia herself could not be present, Colben verbally plays it off as if she had important business elsewhere, but then slides a paper to the characters that reads, "too dangerous, keep low-key." A successful DC 10 Wisdom (Insight) check suggests his intentions are genuine. After his initial offer (and any queries about it), he politely states, "Please, don't answer just yet. First, allow me to give you a showing of Winery Black."

If characters accept, Colben leads them upon a mundane tour of the upstairs, and then down into the wine cellars. A half-dozen huge barrels, each nearly 15 feet tall, line the cellar's walls. Colben looks around quickly, his eyes intently scouring room, then he puts a finger to his lips to request the characters' silence. He gestures for them to follow him through a door cut into the face of one of the large barrels. The huge barrel contains a small and private meeting room with several chairs and a table. Once inside, he closes the door and bids them to sit.

"Apologies again, my friends, but I needed a safe place to talk. I would like to clear up any misconceptions before making Adessia's offer, for I do not want to falsely represent our intent. I am 1st League-Master of the Whispered Coalition."

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As evidence, Colben shows the characters a secret tattoo that identifies him as a member of the fabled Caltoshar thieves' guild that covertly rules the city.

"What I request of you is a job I cannot perform, for my guild is forbidden to practice our craft upon our own citizens. I implore you to procure a clay artifact from a local merchant. I cannot take it outright, nor can I simply send someone to purchase it. I absolutely need to keep its whereabouts secret."

"I assure you, however, that the merchant in question is a disreputable and shiftless foreigner with a gifted tongue for haggling and swindle. I cannot disclose more than this at the moment, but I swear the matter is of grave importance to the stability of this city. At my master's leave, I am able to offer you considerable recompense for your efforts, say 200 gp each, with half up front? What say you good people?"

To punctuate his last statement, Colben places a sack of gold on the table. If the characters agree, he tells them that the merchant's name is Poslo Wernhurt. Next, he pulls a small clay statuette from beneath the desk and sets it before the characters so they can examine it. The sculpture is a squatting, half-naked, demon-faced woman. He tells them that the artifact they seek is a precise duplicate of the one before them. What Colben fails to reveal is that the artifact he wants them to recover is in fact a relatively worthless copy of the one he possesses. However, Poslo's cheap copy holds a great treasure. Within its hollow interior, Dalmont placed a map marking the location of his secret vault, an old mausoleum he converted into a lair to hide and protect his considerable stash of wealth.

If the characters accept Colben's offer, he gives them Poslo's address.



Keeping the Train on its Tracks

If the characters decline Colben's offer, a few days later they catch wind of the latest news: Unknown assailants believed to be former members of the Whispered Coalition murdered Colben Longmire. The nature of the altercation remains unknown, though immediately after the incident witnesses spotted the assailants fleeing the city and riding south toward the mountains.

After the characters declined his offer, Colben hired another band of mercenaries to procure the statue. Upon succeeding, they returned to collect their reward only to be ambushed by a band of renegade guild thugs who slew them and Colben before fleeing with the vault map. They are now headed toward the vault. Depending on how long it takes the characters to pursue them, they might catch up with them en route or at the vault. (If melee occurs with the assassins, use the renegade thug stats from Act 2 below.)

If the characters investigate their mark, nearly all rumors concerning **Poslo Wernhurt** (N male human mendicant) coincide with Colben's depiction of the merchant as a grifter who targets traveling merchants and greedily swindles those not shrewd enough to see through his wiles.

Act 2: Robbing Poslo

Poslo Wernhurt lives in a large second-story apartment above his shop, which is called The Emporium Majestico. Allow characters to be as creative as they want in deciding how to approach and solve this challenge. They can attempt to break in from the street level through either the front or back doors, and then sneak up to the second floor. Alternately, they could try their hand as cat burglars. The exterior walls are easy enough to scale with a successful DC 12 Strength (athletics) check, provided the characters don't draw the attention of the locals bustling along the busy streets. Poslo does keep his windows locked, however. Lastly, they could throw subtly aside and resort to simple thuggery.

While not keen on being robbed, Poslo is a wimp, easily scared, and doesn't really value the clay artifact. A pair of dogs guard the second floor, but they aren't well trained and can be distracted with food or other tactics. The statue is in plain sight, displayed on his mantel in the sitting room with several other odd sculptures of various origin and construction. If the characters threaten or otherwise attempt to interrogate Poslo about its nature, a successful DC 10 Intimidate check causes him to buckle. He swears the statuette is only a copy (albeit a very good one) of a spirit-god worshipped by the indigenous people to the south. He claims the governor himself gifted the facsimile to him after he complimented the original statue in Dalmont's office.

Once the characters procure the statue, they are free to examine it or return directly to Winery Black to make the exchange with Colben Longmire.

Act 3: Curious Goings on at Winery Black

When the characters return to the winery, a successful DC 12 passive Perception check observes the front door hanging slightly ajar.

More curiously, all the windows are shuttered, keeping the interior shrouded in shadow. If the characters enter, the darkened room is dead silent. Propped in the center sits a man bound to a chair, slumped over and possibly gagged. Anyone within 30 feet of the man spots blood pooling beneath the chair. The victim is Colben. He is gagged and bleeding badly from a wound to his throat.

A band of renegade guild thugs wait in the dark abode to ambush the characters. They tied up Colben as bait. In the wake of the Thief King's prolonged absence, they plan to seize control of his floundering



organization. A successful DC 15 Wisdom (Perception) check spots the assassins hiding along the suspended walkways surrounding the main floor, each with a loaded crossbow aimed at Colben. If noticed, they threaten to shoot their captive unless the characters hand over the clay statue. If the characters refuse, the thugs immediately shoot Colben but offer to spare the characters in exchange for the statue. If the characters again refuse, the thugs attack.

If the characters fail to notice the ambush, the thugs wait patiently for the characters to enter and assist Colben, although he trembles as they approach.

As soon as anyone removes his gag, he urgently forces a dying croak:

"It's a trap!" Even as Colben speaks, a crossbow fires from somewhere in the darkness, striking him straight through the head. Soon after, the room erupts with a hail of crossbow bolts as the thugs attack.

Renegade Guild Thugs

Medium humanoid (any race), any alignment

Armor Class: 14 (leather)

Hit Points: 22 (4d8+4)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	15 (+2)	14 (+2)	9 (-1)

Skills: *Stealth* +5 *Investigation* +4

Challenge: 1/2 (100 XP)

Racial Features

Ability Modifiers: +1 to all

Languages: speaks Common

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Sneak Attack: Once per turn, the guild thug can deal 7 (2d6) extra damage to one creature he hits with an attack if the scoundrel has advantage on the attack roll. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action: Due to it high agility and cunning, he can use a bonus action to take the Dash, Disengage, or Hide action.

Actions

Multiaffack The guild thug makes one weapon melee attack or one ranged attack.

Dagger Melee Weapon Attack +5 to hit, range 20/60, one target. Hit: 5 (1d4+3) piercing damage.

Properties: Thrown: range 20/60, Finesse, Light.

Light Crossbow Ranged Weapon Attack +5 to hit, range 80/320, one target. Hit: 7 (1d8 +3) piercing damage.

Properties: Ammunition: range 80/320, Loading, Two-handed,

Developments. If the characters survive the ambush, they can search the bodies of the assailants. All bear the mark of the Whispered Coalition. The thugs are renegade guild members who seek access to the Thief King's secret vault. For the past two weeks, they have been spying on Longmire and know the clay statue has something to do with gaining access to the vault, but they do not know that it is hollow or that it contains a secret map to the location. If the characters interrogate them, a successful DC 10 Intimidate check gets the thugs to reveal that they knew Colben Longmire hired the characters to get the statue. Regardless, they remain tightlipped about what they wanted the statue for and say nothing about the vault. Weeks earlier, these same men attempted to murder Dalmont before he fled to the safety of the vault. Although he managed to escape them, the thugs struck him several times with poisoned blades, which ultimately helped them succeed in their efforts.

If the characters carefully examine the clay artifact, it appears to be hollow. Anyone shaking it can make a successful DC 10 Wisdom check (Perception) to detect something small rattling faintly inside it. If the characters break the artifact, they discover a sealed wax tube that contains a map and an old bronze key wrapped in cloth. The map denotes a location in the barren hill country to the south.

Act 4: Southbound to Glory

If the characters follow the map (or the renegade thugs if they escape), they arrive at the Thief King's Vault. The vault lies three days' ride to the south and another two days' climb into the hills. You may either play the journey out, or paraphrase it using the following text.

After a day or so, the paved clay road south out of Caltoshar turns to worn earth. Behind you, the city stands like a black shadow against the cloud-streaked blue northern skies, while ahead the red hills rise slowly before the broad and desolate plain draped in yellow grasses and spotted with only with a few stunted trees. The path continues onward, and for the next few days, not much changes, except the city's shadow shrinks and the mass of red hills grows ever taller.

On the third day, you reach the russet, weathered foothills. As you ascend the slope, the sky grows dark as banks of gray, dreary clouds roll in from the west. A light rain falls, the drops almost seeming to sizzle as they strike the sunburned sandstone outcrops that prod from the hardpacked, rocky soil. The ascent consists of short sheer cliffs that lead to rounded outcroppings, their crests cracked and punctuated with tiny scrub plants.

After the fourth day passes, you find shelter in a shallow cave. While the cave is unoccupied, the small fire pit near the entrance shows signs of recent use.

A DC 12 Wisdom check (Survival) determines the pit was last used about three weeks ago, while a Successful DC 15 Wisdom (Perception) check finds a message scratched in the ground beneath a rock.

The message reads;

To whoever finds this message, I am betrayed by traitors within my own house. Of my would-be assassins, three I recognized: Argoma, Hedos, and Aeron. But there were others who kept their faces concealed. Though I escaped, I took several wounds that have begun to blacken from poisoned blades. I suspect the traitors seek the vault. If you do not find my corpse elsewhere, I have fled there to safeguard the brooch. Avenge me!

—Dalmont

Near the end of the fifth day, the characters arrive before an arched door cut into the side of a cliff. To either side stand badly weathered statues, though their stone countenances appear familiar enough. Astute characters realize they resemble the hideous clay artifact.

The Plains

General Features: The terrain consists of grassy flatlands with little water. The weather tends to be dry, with daytime temperatures between 85° and 95° Fahrenheit, with temperatures at night dropping into the low 60s.

Random Roadside Attractions

1d8	Result
1	Dried flowers cover this small shrine dedicated to a god of healing. If the characters take time to honor or bless the shrine, they receive the god's blessing. The next time they take a short rest, they gain an additional +1 HD of healing.
2	A crude 20-foot-deep well with a rope and wooden bucket is found. The water is safe but has an acrid, sulfuric taste that is most unpleasant.
3	A traveling merchant and 4 mercenaries in a wagon are headed north to the city. Though eager to get to Caltoshar, the merchant can be convinced to stop and haggle. He sells mostly foodstuffs, spice, and silks, but also has a few random low-level potions, though he marks their price up by +5%.
4	A stray dog wanders along the path, half-starved and looking for a new master.
5	A small flock of ravenous vultures greedily feast upon the carcass of a dead horse.
6	A heat wave bakes the land, increasing the temperature by 3d4 degrees.
7	A pack of 1d4 bestial hyenas comes sniffing around looking for an easy meal.
8	Bandits posing as missionaries approach the characters, attempting to get them to lower their guard so they can rob them of their worldly possessions.



The Hills

General Features: Alternating bands of red sandstone form the weathered hills. Daytime temperatures remain consistent with the surrounding plains, but at night the temperature drops drastically into the 40s.

Random Hillside Attractions

1d6 Result

- | | |
|---|---|
| 1 | A string of ancient petroglyphs line the hillside. If translated (requiring a successful DC 12 Intelligence [linguistics] check), the glyphs warn trespassers they are entering sacred lands and tell them to turn back or be cursed. |
| 2 | The first climber triggers a small rockslide. Everyone below must make a successful Dexterity DC 13 check or be pelted by rocks and dirt for 2d6 points of bludgeoning damage. On a roll of 1, a character is struck in the face and is temporarily blinded for 1d4 rounds. |
| 3 | Grazing on the outcropping are 1d4+1 giant goats . They dislike intruders. |
| 4 | On a nearby rock are the remains of scribbled charcoal image that bears several similarities to the symbol of the Whispered Coalition. Unfortunately, the image is too weatherworn to be certain. |
| 5 | A cold spell hits, decreasing the temperature by 4d4 degrees. |
| 6 | One of the characters surprises a viper sunning itself on a rock. The snake strikes then quickly slithers off. |

Act 5: Into the Vault

High in the hills, the characters finally find the secret entrance to the Thief King's Vault. At the location marked on the map is a shallow recess carved into a cliff face that shelters a pair of stone doors. A pair of heavily eroded statues whose familiar countenances again resemble the hideous clay artifact flank entrance. A mural chiseled across the doors portrays indigenous people performing a ritual beneath a sun depicted in 12 positions from sunrise to sunset as it arcs across the sky.

Any character studying the doors' designs can make a successful Wisdom (Insight) check DC 15 to notice the buds of the flowers blossom beneath the sunrise, but remained closed below the sunset.

A successful DC 12 Wisdom (Perception) check while inspecting the statues notes that their mouths hang open just wide enough to slip in a hand. Within each mouth, set into the back of the throat, is a small keyhole. Dalmont's key from inside the clay artifact fits both holes perfectly.

The flowers and the sun offer clues to successfully opening the door. Inserting the key into the statue facing the sunrise (east) unlocks the door, while inserting the key into the statue facing the sunset (west) locks the door. The door is currently locked. If the key is inserted into the western-facing statue while the door is still locked, a large click is heard and a small black stone tumbles from a secret compartment in the statue's navel and lands at its feet. The stone is a *loadstone*; whoever picks it up suffers its curse. (See **Appendix B** for details about the *loadstone*.)

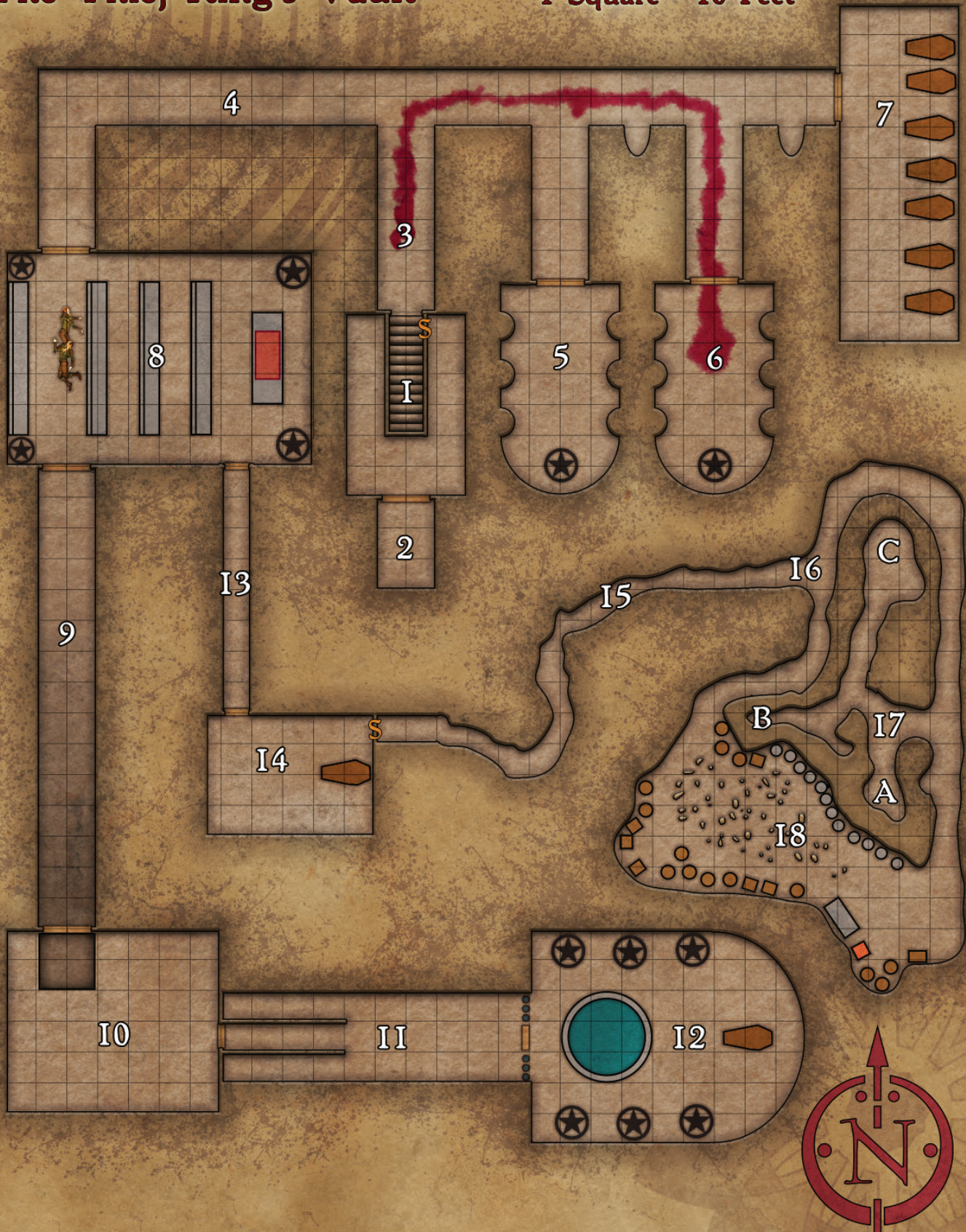
I. The Grand Foyer

A flight of stone steps descends into a small chamber facing a pair of huge iron-plated doors. The plates are embossed with stylized faces, one featuring the sun and the other the moon. From the center of each door hangs a large brass pull ring. The doors appear to open inward. The staircase occupies most of the chamber, wrapping around it in a horseshoe shape. Primitive hieroglyphs cover the walls from floor to ceiling, interspersed with etched vignettes of strange anthropomorphic beings engaging with people living in a village of small huts located beside a stream.

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The Thief King's Vault

1 Square - 10 Feet



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A successful DC 10 Wisdom (Perception) check notes scrapes on the floor that confirm the doors open into the room. The doors are locked, but easily picked with a successful DC 10 Dexterity check. Anyone opening the door triggers a **trap** (see **Area 2** for details).

The Pictographs:

Anyone examining the pictographs can interpret them with a successful DC 10 Intelligence (Investigation) check.

They depict blessings and prayers to a spirit or demon goddess who protected the nearby villages. The goddess had a dual nature, with her name translating to something like the Mother of Plagues and Fertility. The villages made frequent ritual sacrifices to her, perhaps even human sacrifices. Warnings abound that heathens or trespassers will be cursed and hunted by the goddess's monstrous children.

If the Intelligence check was 18 or higher, the character instead realizes that the pictographs are well-crafted fakes designed to replicate the pictographs of several different ancient tribes. The ominous spirit-goddess likely never actually existed. Instead, the decorations appear to be a ploy to scare away trespassers.

Developments: Aside from the double doors, the chamber doesn't appear to have any other exits. However, a successful DC 15 Wisdom (Perception) uncovers a secret door carved into the base of the steps. The door conceals a passage leading to **Area 3**.

2. The Doors of Death

The doors contain a mechanical spring that causes them to burst outward with a fair amount of force as soon as anyone attempts to open them. Any creature standing in front of the doorway must make a DC 15 Dexterity save to jump clear or take 2d10 points of bludgeoning damage. Opening the doors also triggers a **needle cannon trap** (see below). If the characters examine the doors before opening them (and succeed on a DC 15 Wisdom [Perception] check), they spot an odd-looking metal pin attached to a tautly stretched wire. Disabling the mechanism with thieves' tools is extremely difficult and requires a successful DC 22 Dexterity check. The

check only disables the doors, not the **needle cannon trap** hidden behind them (see below). A successful DC 12 Wisdom (Insight) check determines that the safest way to avoid the trap is to stand far away from the doors before opening them.

Needle Cannon Trap

Facing the doors is a device resembling a pushcart holding a dozen small wooden tubes, each aimed at the doorway. Opening the doors triggers the device, causing it to fire a hail of poison needles into the grand foyer (**Area 1**). Each needle makes a ranged attack with a +8 bonus against a random target between the doorway and staircase. Vision is irrelevant to this attack roll. If there are no targets in the area, the needles don't hit anything. A target that is hit takes 1 piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or all of it on a successful one. Any creature struck by the poisoned needles takes 1 piercing damage and 11 (2d10) poison damage. A Wisdom (Medicine) check reduces the recovery time by half.

Once the characters deal with the needle cannon, read or paraphrase the room's description:

Aside from hiding the needle cannon, this room appears entirely empty. Its sandstone-carved walls are plain, unadorned by design or decoration.

The lack of design seems inconsistent with the elaborate décor of the adjacent chamber. The modern design of the needle cannon and the complex door mechanism should seem similarly incongruent.



THIEF KING'S VAULT

3. The Ominous Hallway

If the characters pass through the secret passage in the grand foyer (**Area 1**), read or paraphrase the following text:

The secret passage beneath the stairs opens into a 10-foot-wide hallway with vaulted ceilings. The walls are carved from sandstone. The hall continues for about thirty feet and ends at a T-shaped intersection. An ominous swath of blood paints the floor, trailing down the length of the hallway and turning east at the intersection. About halfway down the hall, a crumpled and blood-splattered cloth lies tossed against the wall.

Anyone examining the cloth quickly realizes they are holding a tattered cloak. Closer inspection spots a small metal clasp and a chain dangling from the collar. A successful DC 12 Wisdom (Insight) check locates several knife stabs in the cloth, but in several spots it seems torn by brute force. Characters familiar with the Caltosar thieves' guild recognize the clasp: It is forged in the symbol of the Whispered Coalition.

Treasure: The cloak and clasp belonged to Dalmont Black. The once-fine cloak is now worthless, but the clasp is magic and of considerable value (see the *clasp of the Thief King* in **Appendix B**).

4. Charcoal Scribbles

At this point in the passage, someone used charcoal to scribble an arrow on the floor. It points down the hall to the west. Beneath the arrow are two more scrawls: a pair of rectangles and a single rectangle. The paired rectangles are circled, while the single rectangle contains a skull and crossbones.

The rectangles represent the doors in **Area 8**, and seem to suggest that exiting through the double doors as the best course of action (it isn't). While the scribbles might suggest adventurers left this message, they didn't. Instead, members of Black's guild placed them to dangerously mislead any intruders.

5. The Gargoyle's Grimace

Two thick, brass-plated wooden doors block the entrance to this chamber. Carved into the arch above the doors is the grimacing face of a hideous gargoyle, its slender tongue unfurled and beaded with a single drop of drool.

Anyone examining the doors notices they were deliberately spiked shut. They have no obvious handles, but an individual with a prybar or a similar tool can force them open with a successful DC 12 Strength check.

Snapping Gargoyle Trap

Anyone inspecting the gargoyle carving with a successful DC 12 Wisdom (Perception) check observes that it possesses an unusually deep mouth. Much like the statues in the grand foyer (**Area 1**), the orifice is large enough for a medium-sized creature to insert a hand. The hollow mouth is about 8 inches deep and stashed within it rests a small bronze key. The key opens the door to **Area 12**. If a living creature reaches into the mouth, however, it immediately snaps shut. If the individual succeeds at a DC 15 Dexterity save, she avoids having the maw clamp down on her hand. If the character fails the save, she takes 2d10 points of damage and her hand remains stuck fast in the jaws. Characters can attempt a successful DC 20 Strength check to force the jaws open. Alternately, they can bypass the trap using water from the statue's basin as described below.

If the characters manage to get inside the room, read or paraphrase the following description:

Large half exposed sandstone columns line the walls of this chamber, crisscrossing in an intricate pattern across the vaulted ceiling. The far wall falls into a wide curve and is painted with a peeling montage of a burning city set between two mountains. The painting creates a display that centers upon a large demonic-looking statue. The statue holds a spear in one hand and a basin in the other.

As soon as a living creature enters, a *magic mouth* spell activates and the statue speaks in an angry, booming voice: "Violators! How dare you come to my place of solitude?"

Developments: The basin holds about a half-inch of water. If water from the basin is placed on the gargoyle head's tongue, it's safe to reach inside the carving's mouth and remove the key for the next 5 minutes. If characters triggered the gargoyle's mouth and closed it, or if someone got stuck in it, splashing water on the gargoyle's face resets the trap and causes the mouth to open.

6. Dalmont's Demise

The bloody trail leads down this hallway and through a set of open double doors. One of the doors hangs crookedly, knocked from its hinges. From inside the room come the sounds of wild thrashing and thumping and the eerie crack of breaking bone.

Beyond the threshold, the chamber's column-lined walls curve around a large clay statue of another demonic-looking creature with the head of boar. It clutches a staff in one hand and an iron candle lantern in the other. A mural painted behind the statue shows a massive ziggurat with three rivers flowing from it. At the foot of the statue, a broken fleshy mass flops spastically around on the floor, bleeding profusely from its brutally battered face.

Creature: The badly battered creature is all that is left of Dalmont Black, though in his current condition, he's hardly recognizable. A fiendish guardian of his own summoning turned on him and transformed him into a grotesque creature known as an olithagorian thrall (see **Appendix A**). As soon as it senses intruders, the creature flies into a rage, charges them, and unrelentingly attacks.

Anyone making a successful DC 12 Wisdom (Perception) check notes that the head of the staff can be removed to reveal a hollow inside that holds a rolled piece of parchment. Anyone able to read Infernal can determine that the parchment is some sort of pact between the Thief King and a supernatural being (a pact which dissolved the second Dalmont stepped outside the range of the jurisdiction of his command). The creature's name is scribed in a strange language that makes it entirely impossible to pronounce. A DC 22 Intelligence (Religion) check lets a character recall that the name is ancient and associated with a primordial fiend known as an **olithagorian**.

The candle lantern can be removed and appears functional. The lantern is enchanted to ignite any candle placed inside it, whenever a living creature picks it up. A candle is already inside the housing, so it immediately crackles to life as soon as anyone takes it. However, the candle is **trapped** (see below).

Exploding Candle

Sealed within the candle is a potent alchemical explosive. After burning for 1d10+5 minutes, the wick ignites the explosive powder and it combusts, dealing 4d10 fire damage to all creatures within a 20-foot-radius of the lantern. Anyone within the blast radius who makes a successful DC 12 Reflex save takes half damage.

Gnomes are familiar with the alchemical explosive housed within the candle. One round before the explosive detonates, allow any gnomes to

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make a DC 15 Passive Perception check to smell it. If the character succeeds, she suddenly realizes what's about to happen and gains the ability to take one move action before the explosion occurs.

7. The Coffins

The row of stone coffins lining the back wall of this elongated chamber suggests that it served as a burial hall or mausoleum. The coffins lie in disarray, heavily chipped and cracked by the prybars that tore open their lids. Eerily, dozens of bare footprints trample through the thick layer of gray ash and yellow bone fragments littering the flagstones. The room stinks with the putridness of decomposition.

Characters inspecting the coffins quickly discover that nearly all of them are empty, likely pilfered by looters. Haphazardly stuffed into the sarcophagus at the north end of the room lies the crumpled and now decomposing corpse of what was once most likely a human. Unfortunately, something pounded the victim's face to bloody pulp, making it near impossible confirm anything. A successful DC 15 Wisdom (Investigation) skill check reveals that the corpse died within the last couple of days, likely of blunt force trauma. Unfortunately, since its entire face has been pounded to gore, any attempts to use spells such as *Speak with Dead* prove ineffectual at recovering information about how and when the victim died. The corpse wears a suit of studded leather armor and a sheath with a short sword hangs from his girdle. Near the body lies a backpack containing a set thieves' tools, a crowbar, a half-full water canteen, and a small coin pouch with 65 gold coins.

8. The Chapel of Last Rites

At first glance, this chamber appears to be some sort of chapel used to worship or perform ceremonies. In each corner stands a medium-sized clay statue, each with the features bearing a similar likeness to Dalmont's statuette. All of them face inward, grimacing menacingly. Near the center of the chamber rest several small rows of stone pews facing an altar dressed with a mold-spotted straw mat. Behind the altar, a large iron bell hangs from the ceiling by a thick chain. On the south wall, directly opposite the entrance, is an archway blocked by another set of double doors. Graffiti scrawled in charcoal across the door's face reads, "SOD OFF OR DIE!" Closer to the altar is another door set in the same wall.

None of the entrances or exits is locked.

In between the third and fourth rows of stone pews lie two crumpled bodies. Both appear to be human, though their faces have been bashed in. The corpses wear torn leather armor soaked with splatters of gore. Anyone checking the inside right wrist of either corpse notes the telltale scar of the brand of the Whispered Coalition. Searching the bodies uncovers nothing of value.

A successful DC 25 Intelligence (Religion) check to identify the religion or religious significance of the room or its trappings provides nebulous results. Indeed, this temple contains elements of several different ancient demons.

A successful DC 25 Intelligence (Appraise) check notes the craftsmanship and construction of the room is inconsistent with the abilities of primitive people thought to have lived in this region. This suggests that the temple, and perhaps even the vault itself, is likely an elaborate hoax constructed by the Thief King (Dalmont's precise intent). During his rule, the Thief King primarily used this room to hold covert conferences with important allies.

Anyone inspecting the altar notes ring stains on the mat that suggest other items were once present. The mat covers a small, unlocked hatch set into the surface of the altar. In the hollow beneath is a small iron key

that opens the double doors to the south. However, the key itself and the passages beyond are a red herring placed to deliberately lead any would-be trespassers astray. The hatch's true design is to function as a switch. If opened, it unlocks the adjacent door to the south.

The 4-foot-long bell weighs about 300 pounds. If anyone rings it, a low rumbling tone immediately attracts the attention of 4 **olithagorian thralls** (see **Appendix A**). The thralls enter the room 1d4+2 minutes later from the southern double doors and attack.

9. The Sloped Passage

About 10 feet down the hall, the floor pitches downward, slowly at first, but increasing to a 45-degree angle by the corridor's midpoint. At this point, the floor is slicked with grease. Any character stepping onto the greased slope must make a successful DC 15 Dexterity (Acrobatics) check to avoid slipping and sliding rapidly down the slope into the door at the end of the hall (see **Trap Area 10**).

Climbing back up the slick slope is also tricky and requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.

Characters employing the thoughtful use of ropes and iron spikes (or similarly thoughtful actions) can easily bypass the trap.

10. Drop in the Bucket

The northern doors to this chamber are unlocked and loosely hinged so they freely swing open at the slightest touch.

Locking Pit Trap

Directly on the other side of the threshold lies a 20-foot-deep pit trap. If anyone falls into the pit, the bottom contains a pressure plate that causes the doors to swing closed and lock. A successful DC 20 Strength check is necessary to pry open the cover. The cover can also be smashed open. A character in the pit can attempt to disable the locking mechanism from the inside with a successful DC 15 Dexterity check using thieves' tools.

Curiously, several dozen small holes line the pit walls. The presence of any living creature in the pit agitates a swarm of poisonous snakes living in the holes. Six snake swarms pour from the walls and attack within 1d4 rounds.

Swarms of Poisonous Snakes (6): AC 14, hps 36 (8d8); Bite (+6, 2d6 + DC 10 Constitution poison saving throw, deals 4d6 poison damage of a failed save or half as much damage on a successful save.

A series of bas-relief carvings cover the walls. The images depict several deformed creatures with distorted faces, distended potbellies, and gangly arms passing an assortment of mundane items around in a circle. The items include a vase, a torch, a turtle, a feather, a stone, a small bushel of grain, a sickle, a flower, and what might be some sort of holy symbol. A large round mirror hangs upon the face of a wooden door set into the east wall.

As with the rest of the vault, all the carvings in the room are fraudulent composites and have no real religious significance.

Anyone examining the relief carvings of the two creatures flanking the door in the east wall and making a successful DC 25 Wisdom (Perception) check notes that the figures' bellybuttons are hollow. The hollows are peepholes that extend into the adjacent chamber. Behind each lurks an **olithagorian thrall** (see **Area 11**). The thralls use the holes to listen only so they need not put their faces near them, making them nearly impossible to see. Anyone peeking through the holes and succeeding at a DC 20 Wisdom (Perception) check spots what appears to be some sort of humanoid creature, although they cannot make out more than a basic shadowy form.

Development: Characters can use the mirror to avoid looking directly into the accursed pool in **Area 12**. Furthermore, looking into the mirror immediately and permanently breaks the effect of anyone afflicted with the pool's curse.

II. The Corridor

This narrow corridor extends westward about 15 feet, then opens into a wider hallway. Farther ahead, the hallway appears to empty into a larger chamber, though it appears blocked off by a wall of thick iron bars. An iron door hangs in the center of the wall of bars, its face etched with a curious geometric symbol.

Creatures: Waiting in the shadows behind each peephole flanking the entrance (and hidden by half walls that make the hallway appear narrower than it really is) are a pair of former guild guards — or what remains of them, since their faces have been pulverized and they have no eyes and are now **2 thralls**. When Dalmont's pact broke, these unlucky men were among the first the olithagorians bludgeoned and reshaped to serve as his thralls.

If the PCs didn't detect the peepholes in **Area 10**, then the thralls hidden behind the walls gain surprise. They wait for the characters to approach the barred gates, then rush them from behind and attack while their backs are turned. The thralls attempt to smash and butcher the intruders or, at the very least, force the characters into the next room and lock them in. If they manage to somehow trap the PCs, one of the thralls rushes to find his master and bring him to examine the prisoners.



12. The Chamber of Kings

The door to this chamber opens directly in front of a large shimmering pool, its mortared brick sides raised about two or so feet above the mosaic-laid floor. Three statues line each side of the chamber, somberly peering toward a curved alcove that centers upon a reddish-colored sandstone sarcophagus set upon a raised dais. Carved stone beams rise from the floor and run between the statues up to the ceiling where they crisscross into a net-like pattern.

The Waters of Desire: The pool's waters carry a potent curse. Anyone gazing into the pool must succeed at a DC 12 Wisdom save or their mind becomes flooded by promises of fulfilled desires. For the next minute, or until the victim's gaze is broken, he acts as if under an *enthrall* spell.

The weighty stone lid of the sarcophagus is sealed with some sort of wax, but isn't locked. It weighs 300 pounds.

Creature: Inside the sarcophagus is the vault's original guardian, a gruesome **flesh golem** crudely assembled from the body parts of half a dozen corpses. The creature's forehead is branded with the mark of the thieves' guild. Dalmont replaced the unreliable monstrosity after it went berserk and killed several of his best thieves. Ever practical, he decided to store the automaton in this chamber as a backup. Unless the characters make an effort to be quiet, the golem hears them and begins banging wildly on the lid. The excitement of hearing living creatures again causes the flesh golem to go berserk and attack 1d4 rounds later.

Flesh Golem: AC 9, hps 93 (11d8+44); Two slams (melee weapon attack +7, 2d8 + 4 bludgeoning damage).

13. The Howling Passage

When the characters enter the passage, read or paraphrase the following description:

The passage's walls glisten with moisture, and the scents of mildew and musk clot the air. The muck-slicked floor seems to grasp at your feet as you pass through. The passage leads to a worn wooden door, its planks swollen with moisture and spotted with mold.

Anyone inspecting the floor notices a trail of footprints, clear evidence of recent use.

Developments: Dalmont cultivated a patch of **shriekers** in the adjacent chamber (**Area 14**). As soon as the characters proceed more than 25 feet into the passage, the fungi suddenly erupt with fiercely loud, terrible shrieks.

14. The Fungal Tomb

If characters open the door to the chamber, read or paraphrase the following description:

The door opens into a small chamber centered on a single sarcophagus surrounded by rusted iron candle holders, each about 4 feet tall, and topped with a graying lump of melted tallow. A wash of mud covers the floor, dotted with puddles of brackish water. The entire chamber blooms with drab, fleshy splotches of fungus and mold.

Creatures: Hidden within the patches of normal fungus are **8 shriekers**. If a light source or living creatures come within 30 feet of the fungi, they

begin howling and continue wailing until destroyed.

Anyone searching for tracks can make a successful DC 25 Wisdom (Survival) check to discover several pairs of deformed footprints headed toward the back wall.

The water in the room comes from a slowly dripping clay pipe protruding from the western corner of the south wall, set 6 feet above the floor.

Creatures: A **black pudding** lives in the leaky pipe, remaining motionless until the characters attract its attention by probing the pipe or by creating a similar disturbance. Once aware of a living food source, the mindless blob slithers forth to claim its meal.

Black Pudding: AC 7, hps 85 (8d8); pseudopod (1d20+5, 1d6+3+4d8)

Sarcophagus: The lid to the sarcophagus is unlocked but weighs 300 pounds. It contains a mud-covered skeleton.

Secret door: Characters must succeed on a DC 20 Wisdom (Perception) check to find the secret door in the east wall. The door is unlocked and easily slides open to expose a narrow and rough-hewn tunnel.

15. The Plate

This section of the tunnel contains a pressure plate in the floor that causes the secret door in **Area 13** to slide shut and lock. Characters searching the tunnel for traps must make a successful DC 20 Wisdom (Perception) check to spot an unusual crack in the floor.

Locking Door Trap

Mechanical trap

The pressure plate is 5 feet long and spans the width of the tunnel. While there's not a lot of room to jump over the plate, the cramped walls are narrow enough for medium-sized characters to climb above it with a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. Alternately, an individual with thieves' tools can attempt a DC 20 Dexterity check to disable the mechanism.

Developments: If the characters trip the plate, a soft click echoes throughout the tunnel, but they detect no other obvious effects. If they retrace their steps, however, they discover that the secret door is now shut and stoutly locked. No locking mechanism is obvious, and the only way to open the door is by forcefully prying it open with DC 25 Strength check using a prybar or similar tool. Alternately, using magic or breaking down the door might also provide egress.

16. The Broken Glyph

The air in the passage smells faintly of burnt sagewood. A string of curious arcane markings run the width of the floor. Filled with gray ash, the markings are about a half-inch deep and run the width of the passage. Just beyond the markings, the crudely carved tunnel narrows and twists, continuing into darkness.

Examining the markings with a successful DC 13 Knowledge (Arcane) check determines that they are the remains of a triggered *glyph of warding* spell set with a *magic circle* spell, its duration obviously expended.

Creature: Just beyond the broken glyph, Dalmont's murderous olithagorian guardian (see **Appendix A: New Monsters**) lies in wait for prey. Unless the characters move quietly, the creature senses their advance and assumes its vapor form to gain surprise. The creature continues to poison victims until it returns to its natural form and retreats.

Tactics. The olithagorian retreats to **Area 18** and prepares to make its final stand.

17. Treasure Warrens

A crude barricade of broken rubble blocks the entrance to this section of tunnels. Unless previously summoned by their olithagorian creator, a pair of olithagorian thralls (see Appendix A) wait at the barricade and the entrance. They recklessly attack any intruders attempting to access these tunnels.

Beyond the barricade, the tunnels narrow, becoming so cramped that medium-sized creatures must crawl to squeeze through to access the storage alcoves within. Each passage leads to a hidden cave with just enough room to stand.

17-A. Shallow Cave

This shallow cave hides a small oak chest bound with rusted iron bands and secured with a large padlock. Anyone using thieves' tools can open the lock with a successful DC 15 Dexterity check. A successful DC 20 Wisdom (Perception) check spots strangely colored dust sprinkled around the edges of the lid.

Trap: Anyone opening the chest triggers a *glyph of warding trap* placed on it. The glyph is an explosive runes glyph that deals 4d6 acid damage.

Treasure: The chest contains 110 pp, 2,100 gp, 10,000 sp, 900 cp, a finely carved drinking horn (35 gp), and a set of masterwork thieves' tools.

17-B. Cave Alcove

Nestled in a small alcove at the back of this cave lie three small leather sacks tied shut with leather thongs.

Treasure: One sack holds a half-dozen assorted small gemstones each worth 1d10+50 gp. Another sack contains a collection of 24 rings in various sizes and of varying value and craftsmanship. The rings are worth 4d20 gp each. The last sack holds eight necklaces, all of high quality but again of varied styles. Each is worth 1d4 x 100 gp.

17-C. Cramped Cave

In the center of this cramped cave stands an ornately etched coffer sculpted from black basalt. The coffer is sealed shut with wax.

Treasure: The coffer holds 6 flasks of alchemist's fire, 3 pouches of malice poison, a glass vial with assassin's blood poison, a *potion of invulnerability*, a *potion of speed*, and a *potion of superior healing*.

18. The Storage Cave

An assortment of crates, boxes, and barrels cram this cave, giving it the appearance of a makeshift warehouse. Sealed clay vessels line the walls near which rest large baskets holding bolts of cloth and rope coils. An open-faced crate overflows with a variety of carpentry and masonry tools, including hammers, hand bores, picks, and shovels. Three glass jugs filled with amber fluid balance atop a rickety wooden table next to a short stack of bricks. Beneath the table lie several bent metal bars and hunks of scrap ore.

Dalmont used this section of the tunnels to hide stores of provisions, water, and other mundane items he thought might be necessary if he was forced to hide out in the vault. The crates contain several months' worth of dried fruits and meats, rice, and 6 20-pound bags of flour. There are 12 sealed clay vessels, each holding 30 gallons of fresh water. The three jugs contain lamp oil. The tools and rope are all mundane items. The scrap metal and bricks serve as backup building supplies for shoring up passages and other repairs. In addition to tools, one crate holds several tins of paint pigments, some old paintbrushes, and a bucket of plaster. Another is stuffed with a few dozen torches, some jars of pitch, a bundle of dried kindling, several bits of flint, and a steel file.

Creature. After the characters encounter the olithagorian, it retreats

to this location in the narrow entrance tunnel. The creature waits in this chamber, hiding amid all the junk. Allow characters who make a successful DC 14 Passive Perception check to spot him upon entering; otherwise, the creature has surprise. He immediately uses his significant influence to call the olithagorian thralls in **Area 17** to rush to his aid and defend him. This time, the creature fights until destroyed.

Concluding the Adventure

Upon exiting the vault, the characters encounter a small encampment of **3 guild thieves** and a **woman** waiting to parley with them. One of the men bears a strong resemblance to Colben, and is in fact his brother, Tymor. He introduces the woman as Dalmont Black's wife, Adessia. The second man is a diviner named Utherius, while the third is a tracker named Speg. The three men are loyal to Adessia, who has come seeking word of Dalmont's whereabouts or to find out if the characters have learned the location of his secret vault.

The characters can now inform Adessia that she has been widowed. As might be expected, the task is rather unpleasant. Still, she is a strong woman and holds her composure long enough to tie up any loose ends. First on her list of priorities, Adessia seeks to recover a clasp worn by her late husband (see **Area 3**). While it has magical properties, more importantly whoever possesses the clasp — whether by vote, inheritance, or thievery — becomes the new head of Caltoshar's thieves' guild.

She immediately describes the item and pleads for its return. As she speaks, she swells with sentimentality and a tear falls from her eye.

"My husband always fastened his cloak collar with a small clasp, which is of great sentimental value to me. I would ask that if you have it within your possession, that you would return it. For such an act of honor, I would be gratefully indebted to you."

If the characters wish to make a Wisdom (Insight) check to weigh the widow's intentions, you can have her counter them with an opposed Deception check. If she loses the contest, the characters sense she may be withholding information, though she expresses genuine grief over her loss.

As Adessia awaits a response, her allies listen intently in the event the characters lie or deceive as an attempt to keep the clasp for themselves. If the characters claim not to have the clasp (whether they truthfully do not have it or if they are lying), the diviner attempts to covertly cast a *locate object* spell to determine if the clasp is anywhere in the nearby vicinity.

Should the characters attempt to keep the brooch, either honorably or through chicanery, Adessia makes arrangements with several powerful allies (all former guild members loyal to her husband) to track the characters for a week's travel outside the city or one month if they remain in town. After that, they have commands to reclaim the item by any means necessary.

After dealing with the clasp, Adessia next requests the key to her husband's vault, now hers by right. If the characters took any of the treasure, she informs them that all valuables within the vault are also her property. However, she explains, she is reasonable enough to offer each character a choice item or valuables from the cache equal to 200 gp.

Settling with Adessia provides closure to the adventure and, depending on how favorably they dealt with her, she may provide them with resources, jobs, or other offers during their downtime.

Developments. Alternatively, any character can use the clasp to claim the title of guildmaster. Should this occur, the individual remains in the city as the guildmaster and thereafter becomes an NPC.

Appendix A: New Monsters

Olithagorian

Olithagorians are primordial fiends that drift through the lower planes seeking to spread pain and suffering. In their dominant physical form they appear vaguely humanoid, consisting of corpse-like flesh stretched across a hulking, yet distorted frame that appears as if it was stretched and broken upon a rack. Thick keloid bands cover their entire body and hideously scarred, featureless face.

Pain Feeders. Olithagorians are driven by an insatiable hunger for pain and suffering. They collect mortal thralls whom they first lobotomize, then sculpt their flesh and bone until they are wholly unrecognizable. For this reason, some ancient texts refer to these creatures as flesh sculptors. While most sages believe the olithagorians first rose from the Abyss in response to mortal suffering, they cannot be classified as demons and their true origin remains a mystery.

Services Rendered. Olithagorians are bound strongly to the lower planes and have difficulty leaving them of their own accord. Without a steady supply of mortal suffering, they are unable to feed. To overcome this tortured existence, they forge pacts and offer services with any fiend or mortal able to offer them access to the material world where they can indulge in the pleasures of wracking mortal flesh. Such contracts allow them to serve as emissaries, guardians, and mercenaries for various fiends and evil humans. Dangerously wily when forging their pacts, they attempt to weave in dozens of loopholes that they can easily break.

Toxic Vapor Form. An olithagorian can shed its physical form and transform into a noxious cloud of inky vapor toxic to mortals. In this form, the creature can enter the flesh of an unconscious mortal and feed off the deliciousness of their pain and suffering. During this process, the creature lobotomizes its victim, transforming it into a mindless thrall with enough life only to keep it breathing. It then gruesomely sculpts flesh and bones until the thrall feels nothing but anguish and suffering.

Olithagorian

large fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 83 (11d10+22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	15 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +6, Con +5, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses blindsight 30ft. (blind beyond this radius), passive Perception 11

Languages telepathy 90 ft

Challenge 6 (2,600 XP)

Horrifying Visage. While in its physical form, each mortal creature within 60 feet of the olithagorian that can see it must succeed on a DC 15 Wisdom saving throw or be Frightened for 1 minute. A Frightened target can repeat the saving throw at the end of each of its turns, ending the Frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this olithagorians's Horrifying Visage for the next 24 hours.

Read Thoughts. The olithagorian magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the olithagorian can continue reading

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its thoughts for as long as the olithagorian's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the olithagorian has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Toxic Vapor Form. 1/day, the olithagorian can use its action to shift from its physical form into a cloud of toxic vapor. While in vapor form, the creature's only method of movement is a flying speed of 20 feet. The cloud has an indefinite form, but it can spread up to a maximum radius of 10 feet and can enter and occupy the space of another creature. It can remain in its vapor form for 1d6+2 rounds, after which it reverts to its physical form.

Any creature that starts its turn in a space occupied by the vapor form must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but Poisoned for 1 hour, even after regaining hit points, and is Paralyzed while Poisoned in this way.

The vapor form can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The vapor form can't fall and remains hovering in the air even when Stunned or otherwise incapacitated. As a vapor, the creature cannot manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It also cannot make physical attacks. It gains advantage on Strength, Dexterity, and Constitution saving throws.

Actions

Multiaction. The monster makes three attacks: one with its slam with its head and two with its claws.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing bludgeoning.

Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Legendary Actions

The olithagorian can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The olithagorian regains spent legendary actions at the start of its next turn.

Call Thralls. Any thralls within the lair immediately rush to the olithagorian and aggressively defend it against intruders.

Extreme Headbutt. The olithagorian makes one headbutt attack. If the attack succeeds, in addition to taking damage, the creature must succeed on a DC 15 Wisdom saving throw or be knocked senseless, becoming Stunned until the end of the olithagorian's next turn.

Create Thrall. If the olithagorian is in vapor form, it can swiftly enter the body of a dying creature. Each round thereafter, it attempts to transform the creature into a thrall. It gives the creature disadvantage on death saves. If the victim fails three death saves with the olithagorian inside it, it doesn't die but instead becomes the olithagorian's lobotomized thrall. Thereafter, the thrall is under the control of the GM until it is killed or cured of its condition.

Olithagorian Thrall

Medium humanoid, neutral

Armor Class

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses blindsight 30ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Horrible Visage. Each mortal creature within 60 feet of the olithagorian thrall that can see it must succeed on a DC 13 Wisdom saving throw or be Frightened for 1 minute. A Frightened target can repeat the saving throw at the end of each of its turns, ending the Frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this olithagorian thrall's Horrible Visage for the next 24 hours.

Thrall Weaknesses. Casting a *greater restoration* spell upon an olithagorian thrall frees the victim from its torturous condition. A thrall targeted by the spell falls unconscious and slowly reverts to its previous form. Again on the brink of death, the victim must make death saves to avoid dying from the grueling painful transformation.

If the olithagorian that created the thrall dies, the thrall slumps to the floor and flops around spasmodically for 2d6 rounds before dying. Within this narrow timespan, it's still possible to cast *greater restoration* on the thrall to return it to its former self.

Actions

Multiaction. The monster makes three attacks: one with its slam with its head and two with its claws.

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing bludgeoning.

Headbutt. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

Appendix B: New Magic Items

Magic Items

Loadstone

Wondrous item, very rare

This small, jet-colored stone is about the circumference of a coin. Its sheen is slightly dull, and it has tiny veins of galena and iron running through it. The stone feels curiously heavy for its size, a hint that suggests the nature of its curse.

Curse. As soon as you pick up the stone, it immediately bonds to your person. Thereafter, you are weighted by the *loadstone*. For as long as you possess it, you move only half your normal movement rate and cannot swim, jump, or climb. You cannot make the dash combat action, nor can you take bonus actions or reactions. Worse, no matter how hard you try, you are unable to rid yourself of the accursed of the stone. Crushing it to powder, hurling it into the ocean, or any other such attempt proves fruitless. On the morning following each attempt, the stone miraculously reappears somewhere upon your person. **A *remove curse* spell or similar magic cast upon either you or the loadstone breaks the curse, at which point you can rid yourself of the stone.** It doesn't prevent the next person who touches the stone (yourself included) from reactivating its curse. Casting *identify* upon the loadstone before touching it also reveals the nature of its curse.

Clasp of the Thief King

Wondrous item, unique

The face of this small steel clasp is inscribed with an unusual symbol or rune.

Anyone who speaks Thieves' Cant who succeeds on a DC 15 Intelligence check (history) identifies it as the symbol of the thieves' guild of Caltoshar. The clasp is magical: If a rogue or bard wears it, it functions as a *brooch of shielding*; however, if an individual attunes herself to the clasp, its true function is revealed.

For as long as it remains within the city limits, the individual attuned to the clasp can use it to contact the spirit of any of the city's former Thief Kings (all of whom are deceased). Once per week, as a ritual, they may make contact to consult with any one of these spirits, which provide the individual with information as if they had cast a *legend lore* spell. The clasp belonged to the first Thief King of Caltoshar and has since been passed down as a symbol of his power and influence. It is the tradition of the guild that whoever wears the clasp must serve as the Thief King of Caltoshar. This ensures that only the strongest, most cunning, and most respected individuals have charge over the guild.

Should the clasp's owner transport it more than 30 miles beyond the city of Caltoshar, it loses its attunement and the owner can no longer use it to seek counsel, although the clasp still functions as a *brooch of shielding*. Perhaps more dangerously, once outside the city limits, any guildmember can contest the individual's claim as head of the thieves' guild. Should they gain possession of the clasp and return with it to the city and attune it to themselves, they become the new Thief King.

Appendix C: Iconics

Balthazog Preue

Like most gnomes of the region, you grew up in a small mining village in the hills just beyond the more civilized cities of the men to the south. You took your first job as a cart-boy on a merchant caravan and quickly learned that traveling suited you. You loved to wander the countryside learning new stories and sharing the culture of your people. Gregarious, you had a knack for talking to people, so the village council and the merchant's trade commission nominated you to serve as the emissary of Brightstone, a position you accepted with relish.

Recently, the town council concluded that for the town to grow and prosper, they need to establish new trading partners. You have been asked to travel south and set the groundwork for doing regular trade with the prosperous human city of Caltoshar.

Balthazog Preue

Male rock gnome Bard 5

Small humanoid, neutral good

Armor Class 13 (studded leather)

Hit Points 28 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	11 (+0)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Dex +4, Cha +6 (Advantage vs. magic)

Skills Acrobatics +4, Animal Handling +2, Arcana +6, Athletics +0, Deception +6, History +6, Insight +7, Intimidation +4, Investigation +4, Medicine +2, Nature +4, Perception +2, Performance +6, Persuasion +9, Religion +4, Sleight of Hand +4, Stealth +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, Gnomish, Undercommon

Actions

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target.

Hit: 1d8+1 piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d6+1 piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 1 bludgeoning damage.

Spellcasting. Balthazog is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following bard spells prepared:

Cantrips: *message*, *prestidigitation*, *viscous mockery*

1st level (4 slots): *charm person*, *disguise self*, *longstrider*, *unseen servant*

2nd level (3 slots): *enhance ability*, *invisibility*, *shatter*

3rd level (2 slots): *dispel magic*

Equipment Light crossbow, short sword, studded leather, backpack, bagpipes, case, map or scroll x2, small chest, clothes, fine, crossbow bolts (30), *immovable rod*, ink (1 ounce bottle), ink pen, lamp, oil (flask) (2), pan flute, paper (5), perfume, pick, miner's, *potion of healing* (3), quiver, sealing wax, soap, tinker's tools, 463 gp.

Gretchen Grundle

Born in the small and isolated gnomish village of Brightstone, as a child you displayed a knack for the healing arts. As a young woman, you were sent to train with a priest in the neighboring village. You met a man there named Kes Black who occasionally hired you. Kes often spoke of the nearby city of Caltoshar and of his general distrust of its people, despite the fact that he was born in the city and still had family living there. When you completed your apprenticeship, you returned to Brightstone to serve as the town's priest. Recently, you discovered your flighty brother Quigsley volunteered to escort the emissary on a visit to Caltoshar. Suspecting he holds at least one ulterior (and not so bright) reason for going, you also signed on in order to prevent him from getting into too much trouble.

Gretchen Grundle

Female Rock Gnome Cleric 5
Small humanoid, neutral good

Armor Class 15 (Mithral Chain Shirt)
Hit Points 38 (5d8+10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	14 (+2)	14 (+2)	17 (+3)	10 (+0)

Saving Throws Wis +6 (Advantage vs. magic), Cha +3 (Advantage vs. magic)

Skills Insight +6, Medicine +6, Persuasion +3, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Elvish, Gnomish

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 1d6–1 bludgeoning damage or 1d8–1 bludgeoning damage if used with two hands to make a melee attack.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30 ft./120 ft., one target.

Hit: 1d4+2 bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 1 bludgeoning damage.

Spellcasting. Gretchen is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips: *light, mending, sacred flame, spare the dying*
1st level (4 slots): *bless, cure wounds, sanctuary, shield of faith*
2nd level (3 slots): *augury, lesser restoration, spiritual weapon*
3rd level (2 slots): *beacon of hope, remove curse*

Equipment Mithral chain shirt, quarterstaff, sling, 2 blocks of incense, alms box, backpack, blanket, candle (10), censer, herbalism kit, holy symbol (amulet), holy water, rations (2), sling bullets (20), soap, spell scroll of *find traps*, tinderbox, vestments, waterskin, 239 gp, 7 sp.

Quigsley Grundle

Having learned the trade from your father, you grew up a tinkerer — though truthfully, it bores you. Instead, you spent much of your youth dreaming about going on adventures. At some point, a small caravan came through town, at which point you met the acquaintance of a man named Grismore Kaine. The man was injured and stayed on for a few weeks, during which time he spent a lot of time fiddling with locks. He carried strange tools, and after you got to know him, he showed you how they worked. The night before he left, he told you a secret: He worked for a man named Dalmont Black, the head of the thieves' guild in Caltoshar. After that, you spent all your free time practicing with the set of tools he left you, manipulating locks, toying with machinery, and sneaking around at night and scaring the cats. All the while, your secret desire to join Caltoshar's thieves' guild grew. As soon as you heard that the town's cultural emissary Balthazog Preue was headed to Caltoshar, you quickly petitioned the council and signed on as his escort. While you love your people, you have never truly felt at home in Brightstone and see this mission as your opportunity to gain an audience with Dalmont Black.

Quigsley Grundle

Male Rock Gnome Rogue 5
Small humanoid, neutral

Armor Class 15 (studded leather)
Hit Points 38 (5d8+10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	14 (+2)	14 (+2)	8 (–1)

Saving Throws Dex +6, Int +5 (Advantage vs. magic)

Skills Acrobatics +6, Deception +2, Investigation +5, Perception +5, Sleight of Hand +6, Stealth +9

Senses darkvision 60 ft., passive Perception 15

Languages Common, Gnomish, Thieves' Cant, Undercommon

Actions

Short sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6+3 piercing damage.

Sling. *Ranged Weapon Attack:* +6 to hit, range 30 ft./120 ft., one target.

Hit: 1d4+3 bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 1 bludgeoning damage.

Equipment Short sword, sling, 10 feet of string, backpack, ball bearings (bag of 1,000), bell, candle (5), crowbar, hammer, lantern, hooded, oil (flask) (2), piton (10), rations (5), rope, hempen (50 feet), sling bullets (40), thieves' tools, tinderbox, waterskin, 73 gp.

Kes Black

You have lived on the outskirts of Caltoshar most of your life, making coin as a trail guide and sellsword. At home in this environment, few even suspect that you weren't raised in the wild, but that you instead grew up in a wealthy quarter of the city. Perhaps even more incredible, your half-brother is Governor Dalmont Black, Caltoshar's ruler. But your family secrets run even deeper, for the Black's acquired their considerable wealth through several generations of criminal activity. Governor is not the only position your brother holds; he is also head of the thieves' guild. While you care for Dalmont, you don't condone his work and have chosen a life that keeps you at a comfortable distance from any risk of getting caught up in his dealings. Even though he has offered many times, you always preferred not to get involved. Despite this, you care deeply for your brother and have risked your life to ensure his safety on several occasions.

Kes Black

Male Human Ranger 5
Medium humanoid, neutral

Armor Class 17 (scale mail)
Hit Points 44 (5d10+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	11 (+0)	14 (+2)	9 (-1)

Saving Throws Str +5, Dex +6

Skills Animal Handling +5, Athletics +5, Nature +3, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Druidic, Giant, Gnomish, Thieves' Cant

Actions

Longbow. Ranged Weapon Attack: +6 to hit, range 150 ft./600 ft., one target.

Hit: 1d8+3 piercing damage.

Net. Ranged Weapon Attack: +5 to hit, range 5 ft./15 ft., one target.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.

Hit: 3 bludgeoning damage.

Vicious Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d8+2 slashing damage or 1d10+2 slashing damage if used with two hands to make a melee attack.

Spellcasting. Kes is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following ranger spells prepared:

1st level (4 slots): *alarm*, *fog cloud*, *hunter's mark*

2nd level (2 slots): *spike growth*

Equipment Longbow, net, scale mail, vicious longsword, backpack, bedroll, cartographer's tools, mess kit, periapt of wound closure, rations (10), rope, hempen (50 feet), sack, sack, sack, shovel, tinderbox, torch (10), waterskin.

Mags

You were born in one of the poorest districts in Caltoshar where you grew up begging to help care for your crippled father. He died when you were 13, at which point you joined a bunch of other street kids headed east to serve as mercenaries in the increasing conflicts along the eastern borders. When the conflicts ended, you traveled back into the rough hill country outside of Caltoshar to work as a caravan guard and as a guide for numerous merchants running in and out of the city. During these years, you befriended a ranger named Kes Black. You frequently work together and have grown quite fond of him.

Mags

Half-orc Fighter 5
Medium humanoid, neutral

Armor Class 15 (breastplate)
Hit Points 49 (5d10+15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Str +7, Con +6

Skills Acrobatics +4, Athletics +7, Intimidation +2, Stealth +4, Survival +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish, Giant, Orc

Actions

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target.

Hit: 1d4+4 piercing damage.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d12+4 slashing damage.

Handaxe. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target.

Hit: 1d6+4 slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80 ft./320 ft., one target.

Hit: 1d6+1 piercing damage.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.

Hit: 5 bludgeoning damage.

Equipment breastplate, dagger, greataxe, handaxe, shortbow, antitoxin (2), arrows (40), backpack, bag of tricks, rust, bedroll, caltrops (bag of 20), clothes, traveler's outfit, fishing tackle, hunting trap, lock, manacles, mess kit, *potion of healing* (3), *potion of radiant resistance*, pouch, quiver, rations (10), rope, hempen (50 feet), tinderbox, torch (10), waterskin, whetstone.

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Cinagol Ain

As a small child, you and your mother were driven from your village by your own grandfather, the village's headmaster, after he witnessed you setting a haycart on fire with your mind. The old man accused both of you of worshipping demons. But the voice that whispered to you, that taught you the secret words, surely it wasn't a demon? You have spent much of your life trying to uncover the nature of your patron. The journey led you south to Caltoshar to investigate legends of mythical god-demon-spirit things worshipped by the ancient people who once settled in the surrounding hills. You uncovered several rumors that suggest the city's governor Dalmont Black knows the location of one of their secret underground temple vaults. During your travels, you fortunately ran into Kes Black, the governor's brother, and became his traveling companion in hopes that it might eventually garner an introduction to the Thief King of Caltoshar.

Cinagol Ain

Human Warlock 5

Medium humanoid, lawful neutral

Armor Class 14 (studded leather)

Hit Points 23 (5d8-5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	9 (-1)	14 (+2)	13 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +5, Deception +7, History +5, Investigation +5

Senses passive Perception 11

Languages Abyssal, Common, Deep Speech, Infernal

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target.

Hit: 1d4+2 piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20 ft./60 ft., one target.

Hit: 1d6 piercing damage or 1d8 piercing damage if used with two hands to make a melee attack.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 1 bludgeoning damage.

Spellcasting. Cinagol is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following warlock spells prepared:

Cantrips: *chill touch*, *druidcraft* (Book of Shadows) *eldritch blast*, *poison spray*, *shocking grasp* (Book of Shadows), *true strike* (Book of Shadows)

3rd level (2 slots) *burning hands*, *comprehend languages*, *hellish rebuke*, *ray of enfeeblement*, *scorching ray*, *stinking cloud*

Eldritch Evocations

Armor of Shadows. Cinagol can cast *mage armor* on himself at will without expending a spell slot or material components.

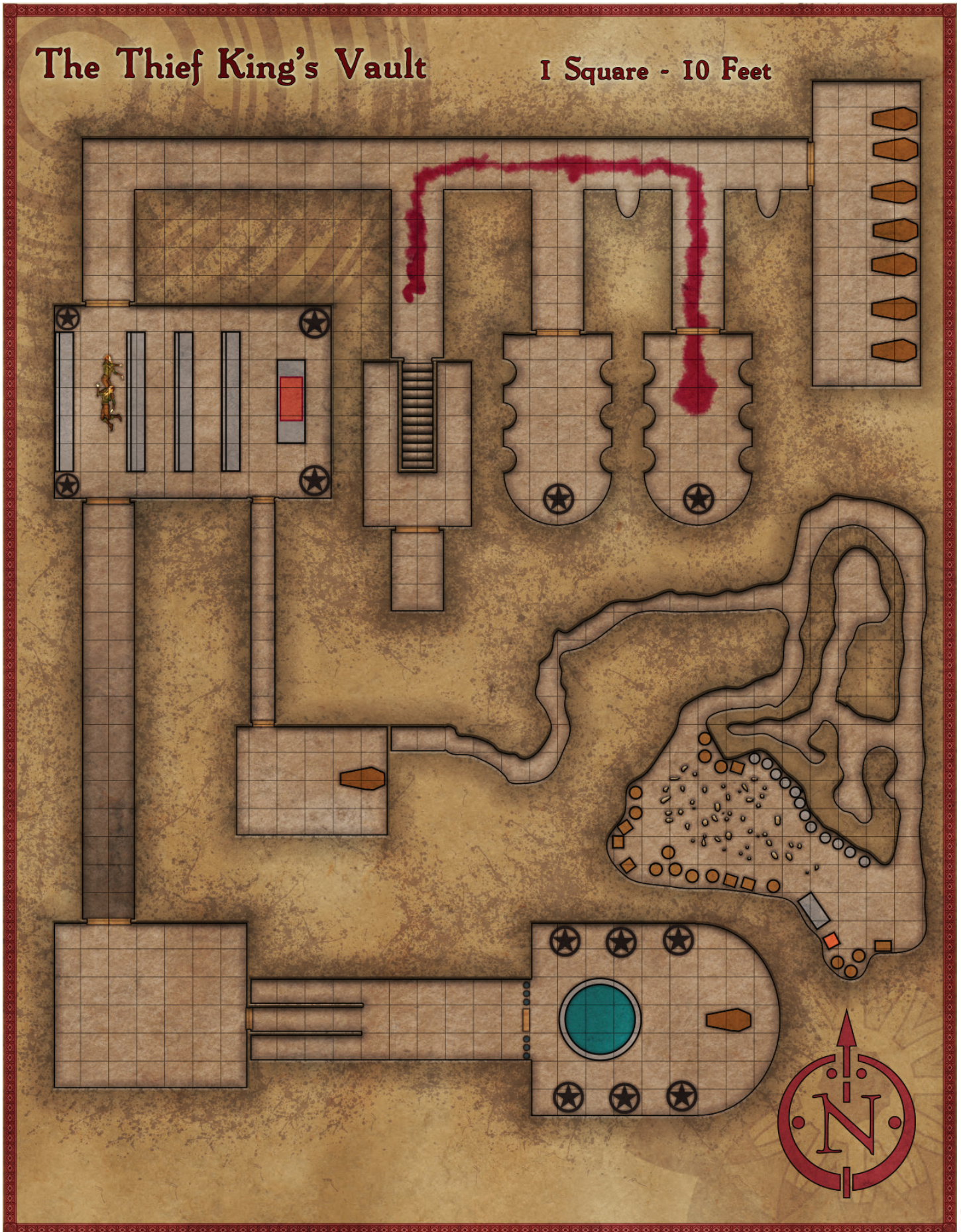
Cinagol can inscribe magical rituals in his Book of Shadows. He can cast *comprehend languages* and *identify* from the book. These don't count against the number of spells he knows. With his Book of Shadows in hand, he can cast the chosen spells as rituals. He can't cast the spells except as rituals. He can also cast a warlock spell he knows as a ritual if it has the ritual tag.

Sign of Ill Omen. Cinagol can cast *bestow curse* once using a warlock spell slot. He can't do so again until he finishes a long rest.

Equipment dagger x3, shield, +1, spear, studded leather, alchemist's supplies, backpack, book, ink (1 ounce bottle), ink pen, little bag of sand, parchment (10), *potion of healing* (3), signal whistle, small knife, whetstone.

The Thief King's Vault

1 Square - 10 Feet



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THIEF KING'S VAULT

by Tim Hitchcock

It has long been said there are no thieves in the city of Caltoshar.

At night, one can safely walk the streets, and few worry about locking their doors. Yet one would be foolish to believe Caltoshar is without a criminal element, for there are thieves aplenty if one knows where to look. The best advice would be for you to assuage your curiosity with such matters, and enjoy Caltoshar for what it appears to be.

You're probably not one to take wise counsel, though.

The Thief King's Vault is a short adventure for six 5th-level characters. Players can use their own characters or you may run it straight out of the box using the six pregenerated characters in the appendix.



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