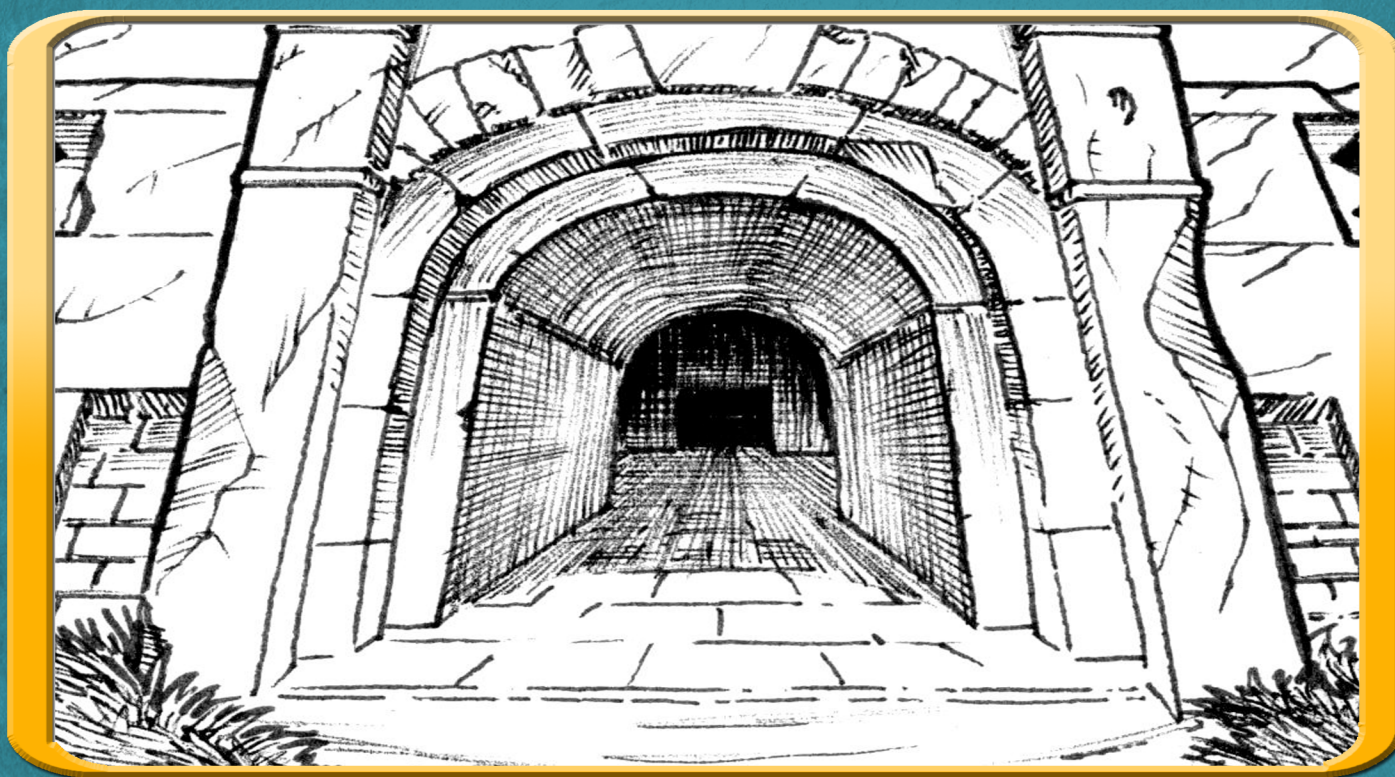


Adventure Module CCC - SALT - 1-3

Broken Halls of Goldahroud

A Four-Hour Adventure for 1st-4th level characters

By Derek Gray & David Morris
Adventure Designer



Beneath the moorlands of Thar, hidden from all for centuries, lies the Broken Halls of Goldahroud. It seems to have been inhabited until recently as the blood marks on the walls are only a few weeks old. What mysteries lie beyond the doorway from the Tomb of K'erzed? Fear of the markings have forced the SALT Consortium to again turn to hiring adventurers to face what horrors await them in the Broken Halls of Goldahroud

Halls of Goldahroud

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Creative Lead: Derek Gray

Development: Derek Gray, David Morris

Proofreading: Elizabeth Gray, Chris Totten

Editing: David Morris

Art: Publisher's Choice Quality Stock Art© Rick Hershey / Fat Goblin Games, Patrick E. Pullen, Arcana Games, Inked Adventures, Travis Woodall, British Library Creative Commons

Organized play: Chris Lindsey

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearles, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Claire Hoffman, Greg Marks, Alan Patrick, Travis Woodall,

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Introduction

Welcome, to *Moor Trouble*, a D&D Adventurer's League™ adventure and part of the *Convention Content* for *SaltCon 2017*.

Though optimized for five characters of the second level, characters from level one to four may participate. Characters outside this range cannot take part in this adventure.

The adventure takes place on the Moonsea on the road north of Phlan in and around the region of Thar, in the Forgotten Realms campaign setting.

The D&D Adventurers League

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home: www.dndadventurersleague.org

Preparing the Adventure

Before you show up to run this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read the adventure, taking notes of anything you would like to highlight or remind yourself while running the adventure, such as a way you would like to portray an NPC or a tactic you would like to use in combat.
- Get familiar with the monster statistics in the Appendix.
- Gather any resources you would like to use to aid you in running this adventure, such as notecards, a DM screen, miniatures, player handouts, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Armor Class

- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (and theirs if they have one). Also, the player fills in the starting values for experience, gold, downtime, renown, and their total number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have the time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurer's League Player's Guide* for reference.

If players wish to spend downtime days and it is the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options before the start of the adventure unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the optimized level.

Exclusively for combat and trap encounters, these modifications are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure was **optimized for a party of five 2nd level characters** and has adjustments for groups of various levels by using the below method.

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up, round fractions of less than .5 down.

You have now determined the average party level (APL) for the adventure. To figure out the party strength for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL 1	Very weak
3-4 characters, APL 2	Weak
3-4 characters, APL 3 or 4	Average
5 characters, APL 1	Weak
5 characters, APL 2	Average
5 characters, APL 3 or 4	Strong
6-7 characters, APL 1	Average
6-7 characters, APL 2	Strong
6-7 characters, APL 3 or 4	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for different party strengths. You are not required to use the suggested changes and adjustments may not be indicated for your particular group.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life.

The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, be sure as you maintain the original spirit of what's written. Remember, you are the *final* arbiter of the game's rules.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they are after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players do not finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the session's pacing accordingly.

Keep the Adventure Moving. Feel free to provide hints and clues to your players so they can attempt to

solve puzzles, engage in combat and role-play interactions without getting too frustrated over a lack of information. The Dungeon Master's Guide has more information on the art of running a D&D game.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. A character may purchase a **maximum of three spells per day total** unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime represents time spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Phlan (SALT1-1). Kelemvor

Camp (SALT1-2). Ilmater

Hawksroost (SALT1-3). Ilmater

Death and Recovery

Sometimes bad things happen, and characters die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Death

A character killed during the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell or similar magic. The penalties that accompany being brought back with a *raise dead* spell linger until the character has taken all the long rests during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Dead Character Pays for Raise Dead. The party can take the dead character's body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp. The body must be mostly whole. No organs or limbs may be missing.

Character's Party Pays for Raise Dead. As above, except that other characters may pay for some or all of the 1,250 gp for the *raise dead* spell. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, a patron from the faction ensures that he or she receives a *raise dead* spell. The patron must have access to the character's body. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned before and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Adventure Background

The half-orc Larazmu and Norwood Sorrim, the God Whisperer, founded the SALT Consortium (Search and Locate Treasure) to explore the ruins of an ancient tomb Larazmu learned of while studying in Candlekeep. Larazmu sought to invest into rumors of hidden treasures in the northwestern region of Thar. Sorrim saw this as an opportunity to create a permanent shrine to Ilmater in the hometown of a prominent figure in the church, Daern of Hawksroost. Little did they know that the Tomb of Kered was only a façade to hide the entrance to the Broken Halls of Goldahroud.

Series Synopsis

The SALT series includes the trio of adventures SALT1-1 *Rumors of Riches*, SALT1-2 *Moor Trouble*, and SALT1-3 *Broken Halls of Goldahroud*.

In *Rumors of Riches* the characters meet the half-orc monk Larazmu who is on a desperate quest to restore his financial standing and discover the fate of his friend Norwood Sorrim, a priest of Ilmater. The party has the chance to make allies and enemies as they make their way to the base camp of the SALT Consortium and discover the truth to the *Rumors of Riches*.

Moor Trouble picks up after the party has defeated the ogre Bilrog and recovered both a strange key and the Journal of Sorrim. They listen to Larazmu's retelling of dreams that disrupt his sleep and that he believes will lead them to find Sorrim. As the party learns Sorrim's fate, they also find *Moor Trouble* within the Tomb of Kered.

Broken Halls of Goldahroud leads the players into the Broken Halls of Goldahroud, just one of the many cells of Calim's Prison.

Throughout the series, there are opportunities to gain allies. The story awards associated with these recruits inform the effort to rebuild Hawksroost.

Adventure Overview

Larazmu and Sorrim have spent nearly a month combing over the inscriptions inside the Tomb of Ke'rad and have uncovered a hidden stairway leading down to an underground complex. Most of what has been found is reminiscent of a prison or military installation with a kitchen, barracks, armory, and vaults.

SALT has found enough treasure to reduce the immediate concerns of being beholden to loan sharks, but most of the vaults had already been pillaged seemingly only a short time before. In one such vault, there were drag marks that led some guards to an octagonal room where in the center was a pillar with ornate carvings of humans hunched over in service, a bowl resting on their backs that is covered with large salt crystals.

The room itself consist of four archways carved into the walls and four doors, the one of which you came into the room through, two others are barred and sealed shut by crystals similar in color and style to those that fill the bowl. The other door stands blasted apart, the path heading only a short way down before turning sharply to the right.

Along the edges of the hall, those same crystalline structures are evident and become a common site as the adventurer's progress down its length. (Player Handout 1)

Adventure Hooks

For each character, choose an appropriate reason why they are traveling to Phlan.

Previous Adventures. If the characters have previously participated in other SALT adventures, they may already be in the area looking for work. Or waiting for a caravan to take them south.

Treasure Hunters, Adventurers, and other undesirables. Rumor has spread of an expedition into the northern part of Thar that has uncovered a tomb full of treasures, but it rests within the domain of an ogre tribe known as the Manslayers. A brave (or foolish) and hardy band of allies will be needed. (See Handout 1, directing interested parties to Larazmu).

The Glory of Ilmater. Sorrim, the God Whisperer, has sent out a call to the temples, shrines and houses of worship of Ilmater proclaiming that he needs help to establish a shrine and fortress to memorialize the sacrifice of Daern, one of Ilmater's chosen.



Hallway in the Halls of Goldahroud

About this Adventure

This is a classic dungeon crawl with no required path. The only parts you must run in order are the beginning and the end. Leave yourself about 45 minutes for Part 3 with a group of five.

Provided in the content of the adventure is a default path for adventurers to take through the Halls of Goldahroud, and any time it calls for a "Combat", "Trap", or "Social" encounter, simply consult the

proper chart and select one of the options to build a unique dungeon experience. This will allow you to customize the dungeon to keep players on their toes, and to increase the replay options for other characters for each player.

Roll	Type
1	Combat
2	Combat
3	Combat
4	Social
5	Trap
6	Trap

We recommend deciding beforehand which combinations of rooms and hallway encounters that you will use while running the adventure. Note that this is meant to be a deadly adventure and most of the encounters will reflect that.

Select a combination of rooms and hallways that keep the adventurers guessing but remember too many traps will slow gameplay.

You can simply run the adventure with the Optional Encounter Sequence sidebar in Part 2.

Part 1. Together Again

The Outpost of SALT lies among the ruins of Hawksroost in the far north of Thar, above the Glumpen Swamp. The land round about is mostly rolling hills that give way deeper into the moors and is the site, of the SALT consortiums greatest find.

The adventurers are called to the Shrine of Ilmater, a small pile of rocks next to a larger tent, where they find Sorrim finishing morning prayers and Larazmu, who greets the adventures and bid them wait a moment while Sorrim finishes his duties.

Sorrim stands and walks over to the gathering, and introduces himself. He asks each adventurer in turn, what has motivated them to come to the edge of the wilds, and how they feel about enclosed spaces.

Role-playing Larazmu

A half-orc of who seems to have gotten none of the beauty from either of his parent's races has still managed to find his niche in society. Larazmu is an ugly man with a twisted nose, a heavily ridged brow and stunning red eyes that seem to pierce your soul.

Trait: A True friend. Larazmu will give up everything to protect his friends.

Flaw: Gambler. Larazmu thinks himself a consummate investor. If there is a chance of making some money, he can hardly resist.

Tagline "Hey, what's with all the questions, do you want to get wealthy or not!"

Role-playing Sorrim

A portly weathered cleric of Ilmater who lost his faith, but had it restored through a harsh and taxing journey to find healing

for his sick community. He now seeks to honor his god by building a permanent shrine in the ruins of Hawksroost. He started the SALT Consortium with his friend Larazmu to advance that goal. He also hopes to restore his old friend's faith. He goes by his last name and is known as the God Whisperer for his sometimes excessive and cryptic journals.

Trait: Faith. Sorrim is dedicated to Ilmater and his tenants above all else.

Flaw: Single-minded. Sorrim often forgets the subtleties as he pursues his visions.

Tagline: "As long and strong as Darn's devotion."

Sorrim and Larazmu have called the adventurers together to discuss a possibly lucrative deal.

Sorrim smiles, "So you are the fine adventurers that have harkened to the call of the Consortium! My name is Sorrim. Larazmu and I have found some very exciting discoveries beneath the earth nearby, but we have gone as far as my auguries say is safe."

He motions to a couple benches, "Please sit and let us see if, after you know more about our situation, you are willing to continue in our service."

Sorrim sits on the ground in front of the benches and Larazmu stands behind him. They take questions from the group, but if no one speaks, Larazmu will use the information below to explain the situation to them.

What Sorrim & Larazmu know:

- What they thought originally was an empty tomb, seems to have been built from the inside out, based on the way the door was cut and locked.
- Whoever placed the key into the door, would have had to know that they would be forever cut off from anyone inside.
- Likely they fled to Hawksroost, the only place of civilization. If the city hadn't been pillaged, burned, and scrapped over by monsters, bandits, and treasure hunters there may have been some additional information about what may be inside.
- We have not sought outside assistance in checking the history since we don't want any of the larger organizations taking over our dig site. This includes the factions and Candlekeep Library.
- They have been into the first chambers, and have found things ordered, if a little mundane. Some rotted foodstuffs have led them to believe the area had inhabitants more than a year ago, but they must have moved elsewhere and never returned.
- The area in the first chambers intimated a military structure, with most beds in larger shared rooms, with fewer single rooms. The

larger rooms seemed to have been abandoned longer than the single ones.

- The treasures that have been found so far are of high interest to Larazmu, and he will pull an amulet out to show the adventurers. He mentions that this and the other items seem to be more akin to the designs of Memnon. He gets a bit excited and says wistfully "Can you imagine if we have found a long lost tomb of someone who traded with the Sultans of the southern empires?" He then admits most of what has been found has been sent off to meet certain financial duties, but with that done, they have promised to leave him alone.
- Sorrim knows from the time he has spent in the tomb, and through divinations that there is something powerful inside, that is reaching out to the lesser creatures of Thar. And muses that may have been why the ogres so willingly followed an orc priestess. He urges caution, but accepts that only by delving further can the truth of these halls be found.
- They know the residents called the complex the Halls of Goldahroud, though they have found it also referenced as the Broken Halls of Goldahroud. These have been based on carvings and other debris they have found. They did find a room that could have been a library at one time, but there was old straw and pieces of wood on the floor, and not a book or scroll in sight.

After the players have talked with Sorrim and Larazmu for a bit, Larazmu gets down to business.

The offer:

Larazmu offers the players the chance to be the first into an area they are calling the crystal halls. They have requested a group of adventurers over their normal exploration teams due to the powerful entity that Sorrim described earlier. They haven't encountered him up to this point but have only traveled a short way into the complex, stopping at an area that seems to be an intersection of sorts. Sorrim describes it as an octagonal chamber that seems to be a mid-point in the complex. All tunnels that they have explored so far seem to branch from that main room.

Sorrim offers to take you to the room, and Larazmu agrees that in exchange for dealing with the entity that dwells within the crystalline halls, the adventurers can keep any items and gold they find along the path, as the portents have been to dire for him to risk heading down that path.

They warn not to tarry too long, though, as Sorrim has divined that if the entity is not dealt with in the next 3 days, there may be a dire consequence to those he and Larazmu have brought to Hawksroost, and so will collapse the hallway beyond the chamber to seal whatever may escape inside.

DM: This means in game terms that the adventurers can benefit **from no more than 2 long rests and 3 short rests**. If they try to take another rest after, they will be shunted to another plane when the hall collapses. Refer to the DDAL FAQ on returning from another plane of existence. (Yes, for tier 1 character this is likely to be a deadly option.) Stress this to your group.

Its secrets revealed, The Tomb of Kered is exposed. Now it is time to enter the Broken Halls of Goldahroud.

Part 2. Dungeons Deep

Unless otherwise mentioned within the sub sections the general features of the area are;

General Features

Light and Visibility. There is no light here, save for what the characters bring with them.

Geography and Vegetation. The 10 ft. wide halls are crowded with spurs of crystalline formations that jut from the side time to time, making any movement outside of the center of the hall difficult terrain. There is no plant life found within the halls, except for that which is specifically mentioned in the encounters below.

The Chamber of Selection

Larazmu and Sorrim lead you to this octagonal room, and you can instantly see why they call think it is an intersection to larger portions of the complex.

In the center of the room is a pillar with ornate carvings of humans hunched over in service, a bowl resting on their backs that is covered with large salt crystals.

On the floor a faded mosaic points out towards each side of the room, like a directional key on a map. The room itself consist of four archways carved into the walls and four doors, the one you came in through remains open, two others on each side are barred and sealed shut by crystals similar in color and style to those that fill the bowl.

The final door, directly across from the path that led you here, stands blasted apart, the hallway beyond heading forward a short distance before turning. Along the edges of the hall, those same crystalline structures are evident

Optional Encounter Sequence

Combat – The Shadow Knows
Trap - The Purifier
Social – Knights and Knaves
Combat - Trio Forge
Social – The Scruffy dog
Trap - Brush with Death
Combat – Feed me Seymour

1. Combat - The Fire Burns

The hallway begins to brighten as the adventurers approach this room. This is a hard combat encounter. The source of the light is easy to discern upon entering the room. Two fires, actually **5 Magmin**, still burn on either side of the center of the chamber left here by the original occupants as sentries, they are keeping watch and will attack anything that attempts to pass without a cape of Goldahroud. This also goes for the **Quasit** who sits invisibly just to the left of the entrance. It heard the party and fled here, now waiting for them to engage the **Magmin** before it attacks them in the 2nd round of combat.



The hallway brightens as you approach the room, the light comes from two dimly burning fires on each side of the center of the room. They shift as if alive.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove the Quasit, and reduce the number of Magmin to 3
- Weak party: Remove the Quasit.
- Strong party: Add a Quasit.
- Very strong party: Add a Quasit, and increase the HP of each Magmin to 12.

Tactics: The Magmin will not attack until attacked, or if the characters try to move past the fires to the other side of the room. If the adventurers hesitate, the quasit(s) will attempt to use scare to frighten the characters to run past the Magmin. In combat, they will use invisibility to disengage tougher opponents to go after weaker ones.

Diplomacy: If the Quasit(s) are detected within a round of the characters entering the room, they can be

bargained with not to interfere with the battle for a tribute of 50 gp.

2. Combat - The Exercise Yard

A red pulsating light heralds the coming of another room. The room is a larger 60 by 40 open area, with a door to the left and the right. Zipping around the room is **10 flying swords**, remnants of the triggered defenses when the first beings in this area escaped. A pair of suits of armor is collapsed near the middle of the room.

A broken banded wood door lays partially in the hallways, and various broken chairs and tables lie around inside the room, above it all 10 Flying swords dive and swoop.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

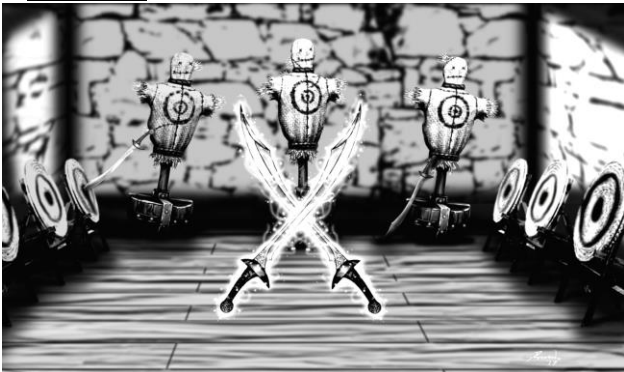
- Very weak party: remove 3 Flying swords.
- Weak party: remove 1 Flying swords.
- Strong party: add 2 Animated Armor.
- Very strong party: add an Animated Armor of Calim (Strahd's animated armor).

Tactics: The **flying swords** will attack anyone who enters the room who is not adorned with a cape of Goldahroud. Players may have gotten one through a social interaction and if so the **flying swords** will not attack unless attacked.

If the adventurers try to attack them without entering the room, after the first one is hit, they will swoop in on the source of the violence and target it with extreme prejudice. If multiple sources attack the flying swords, they will break off combat and switch targets to any unengaged opponent.

Diplomacy: A character with a cape of Goldahroud can demand that the swords stop attacking, attack a specified target in the room, or return, in which case they return to a shallow shelf along the top of the 40 ft. room. The magic that animates the items in this room ceases to function if the item is removed for more than 5 minutes.

Treasure: None



3. Combat – Trio Forge

The doors in to and out of the room are iron-shod and locked with a lock. It can be unlocked with a successful DC 12 **Dexterity (Thieves Tools)** check. The door can be forced open with a DC 12 **Strength (Athletics)** and has an AC of 16 and 18 (4d8) HP.

This room (50 ft. by 50 ft.) used to be a forge area that was set aside for well-behaved guests to practice their craft. It was well apportioned for its time and was given a boost of elemental help in the form of 3 mephits to help watch over the process and make sure nothing was done that would be frowned upon.

There are 3 forges and a worktable place in the corners of the room. Each forge houses a **Steam Mephit**, **Smoke Mephit**, and a **Magma Mephit**, each hiding in either the water trough, the chimney (only goes up about 15 ft. then ends abruptly in a collapsed area) or the oven of the forge. They will not immediately attack but will do so if the forges or table are interacted with, being bound to attack anyone not authorized to use them.

Warmth comes from the room ahead, as you are stopped by a bound iron door. It's locked.

Once open there sit 3 forges still glowing red with warmth smoke escaping from chimneys that lead into the ceiling. An Anvil sits in the middle of the room with one end of a chain attached to it; the other side leads to an empty manacle.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove all Smoke & Steam Mephits.
- Weak party: No change.
- Strong party: Add an Azer & remove a Steam Mephit.
- Very strong party: Add 2 Azer, and one charges as soon as the door is opened.

Tactics: The Mephits wait until the adventurers are close to the forges before attaching. The Azer charges immediately then runs behind the forges once he takes damage.

Diplomacy: The players can offer each forge 15 gp in gold and the mephitis will remain within the forges. The Azer will accept the same offer if they do not attack him when he runs to the rear of the forges.

4. Combat – Pillars of the Earth

2 gargoyles in a tall room with pillars. The gargoyles work together to try and push one of the pillars over onto the characters.

Four perfectly smooth Corinthian columns stand in the four corners of the room. The top of the columns depicts humanoid skulls. Hanging from two of the columns are gargoyles. The gargoyles are a dark shade of gray and sparkle as the crystals embedded in their bodies reflect the light as you enter the room.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove 1 gargoyle, the lone gargoyle tries to push over a pillar for 1 round before engaging.
- Weak party: The gargoyles do not push over a pillar.
- Strong party: Add 2 gargoyles.
- Very strong party: Add 2 gargoyles, and both pair push over a pillar.



Tactics: The gargoyles will attempt to push over one of the columns onto the characters. This requires a DC 15 **Strength (Athletics)** check. They have an advantage on the check for working together. If they succeed, consider the attack a 5-foot wide line starting from the base of the column and ending at some point on an opposite wall. Characters in the line must make a DC 15 **Dexterity saving throw**, on a fail they take 22 (4d10) damage and half that on a successful save.

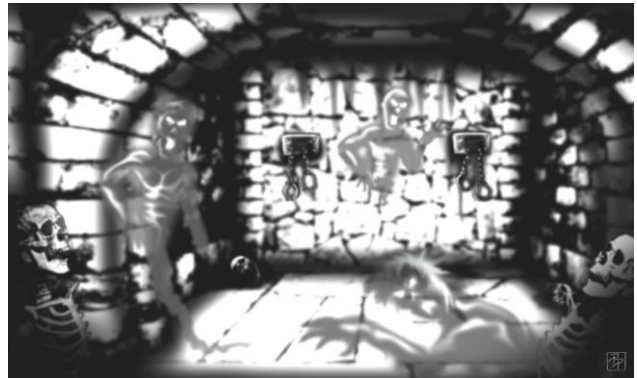
Diplomacy: The gargoyles will accept a tribute of 50 gp in gems to cease attacking. They also will not attack a character wearing a cape of Goldahroud or anyone accompanying such a character.

Treasure: In one corner of the room propped up against a pillar are the forgotten tools of the mason who crafted the columns. They are fine quality and worth (60 gp).

5. Combat – The Shadow Knows

8 Shadows enter the room through the floors, walls, and ceiling and attack the characters.

This room is empty except for the 6 skeletons hanging from the walls by manacles, the humanoid bones on the floor, and the piles of detritus. And an old boot.



Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove 5 Shadows.
- Weak party: Remove 2 Shadows.
- Strong party: Remove 2 Shadows, run encounter with the trap “Brush with Death”.
- Very strong party: Run this encounter with the trap “Brush with Death”.

Tactics: The Shadows in this room are angry and attack any living thing to enter this room. They split into two groups and attack one character per group until the character goes down.

Diplomacy: The Shadows have no interests save for taking out their frustration and anger on the living. They particularly hate their one-time masters and will all focus their attacks on someone wearing a Cape of Goldahroud.

Treasure: An old boot (1 cp)

6. Combat – Feed Me Seymour

This room has a 5-foot wide path around the edge. In the center of the room is a pit 15-feet across and in the center of the pit is a 10-foot square platform, suspended above the pit. Floating a foot or so off the floor of the platform is a blue robe, covered in gems of various sizes and colors.

The pit is 40 feet deep. Falling or jumping down the pit causes 14 (4d6) bludgeoning damage.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Lower hit points to 63 and xorn retreats after 3 rounds.
- Weak party: Lower hit points to 63.
- Strong party: Increase hit points to 91.
- Very strong party: Increase hit points to 91 and xorn attempts to shove a target off the walkway, if successful it travels through the ground to attack the lone character.

Tactics: The xorn is hungry and looking for delicious gems to eat. It attacks the character holding the most gems. If a character is able to jump to the center platform and claim the robe, upon returning to the outer walkway the xorn comes out of the floor immediately on their return and attacks.

Diplomacy: If the robe is abandoned and the xorn is left alone, it will be distracted eating the gems off the robe. If the xorn is attacked, it will fight to defend itself.

Treasure: Robe of Gems (200 gp)

7. Social – The Scruffy Dog

Sometimes when wondering a dungeon, you find the strangest things – Glom of the Axe of Mirabar

Coming down the hallway towards the group is a large dog (Bully Kutta) it stops and begins to growl when it sees the light source. Those adventurers with a high enough **Passive Perception** (13) can make out that it has something attached to its neck.

As the light shines down the tunnel a low growl resounds back towards you from the edges of light. As you get closer you see a large square shouldered dog. It looks like it has not been fed in some time, and barks at you.

Tactics: Lost by its former owners the dog wonders the tunnels, upon seeing the adventurers it growls but does not attack. It has seen enough to know that it should not trust anyone.

Diplomacy: A DC 14 **Wisdom (Animal Handling)** check will convince the dog that the adventurers are friendly. If offered food, the roll is made with advantage. If multiple characters attempt the check, it heads to the one with the highest success.

Treasure: A small keg is attached to the collar. It stores 1 *healing potion*. Once the keg is removed the dog barks happily and runs through a nearby wall. Laughter can be heard echoing through the tunnels.

8. Social – Locket Lost

As the adventurers head down the hall the crystals take on a darker more malevolent hue. In the center is a young air genasi girl. She can travel between levels of the dungeon, and was trapped here when the crystal trapped her locket. She has since sat unable to break the crystal and unwilling to leave such a precious memory behind.

The crystals take on a different hue in this area of the complex. They go from a pink, amber color to a deep red. Ahead the hallway narrows and sitting in the middle of the hallway sits a child of maybe 10 winters. She is wearing a silver dress and has a blue bow in her hair.

The crystal has an AC of 15 and 13 (3d8) Hit Points. It is resistant to attacks from non-magical slashing and piercing weapons.

Tactics: The girl is a mute, but she attempts to plead her case to the adventurers. She points to the reddest crystal in which the locket can be clearly seen. She then motions to her neck and back again. If the adventurers offer to try to break the crystal she jumps up and down.

Diplomacy: If given paper and pencil she writes in a curly script that is illegible, having been taught in the form of ancient Zakahran. If there are any far travelers from Zahkara, she will point to their eyes and back to hers. In the end the party can either help get her locket back or not. She will not fault them if they are unable to break the crystal but give them a pat on the back and a big thumbs up.

Treasure: The little girl has very little, but she does grab a piece of the broken crystal and tap it. It begins to glow with light like a lantern until the next short rest.

9. Social – Ball and Chain

An old man in a cell is chained to a golden ball.

This room is lined with four bared cells, two on each side. Salt crystals grow on the bars and walls. Inside one cell sits an old man, with bald head and a long gray beard. The other cells are empty.

The old man is not immediately responsive to your presence and you note that he is wearing tattered rags and has a large golden ball shackled to his leg.

Diplomacy: The old man has long ago forgotten his name. He can't remember the last time he has eaten, but he is not hungry nor thirsty. The old man is happy to see people and is friendly, if not a little odd.

Not remembering who he was or why he is here, the

old man doesn't have a whole lot to say. He does not ask to be released.

If the party does want to free him, the cell can be opened with a DC 16 **Dexterity (Thieves' Tools)** or be rammed open with a DC 16 **Strength (Athletics)** check. The ball and chain can be unlocked or broke open with the same checks. Freed, the Old Man cackles with glee and vanishes in a poof of smoke.

If the party refuses to free the Old Man or leave without doing so, he cackles madly until they are out of hearing range.

Treasure(trap?): cursed ball and chain (300 gp). Whoever touches the ball and chain first finds it has attached to their leg, reducing their speed in half and denying them their Dexterity bonus to AC. The DC to break it or pick the lock is DC 23, and lowers by 1 every 1000 years.

The ball and chain only attaches to someone who willingly touches it and the curse can be broken with a *Remove Curse* spell. The curse also breaks if the ball is moved more than 5 miles from Calim's Prison.

10. Social – Knights and Knaves

Three earth elementals stand as doors into other rooms. You must answer their riddle to get by them.

Entering this room, you see three doorways. The doorways are filled with uncut stone. Faces form in the stone as your eyes scan the room.

The door on the far left speaks "All these doors lead to safety. My middle brother is a liar."

The middle door speaks up "My brothers beside me are both either liars, or true as they are stone, though I don't remember which."

The final door looks to your group and towards the other doors to its right, "My brothers do nothing but argue. My door is the safe one, the others lead to pain."

Elemental A always lies
Elemental B always tells the truth
Elemental C always lies

Elemental B should lead to a non-combat encounter or to an empty room. The others should lead into traps or combat encounters.

Tactics: If any of the doors are attacked, they defend each other. This leaves all the doorways open and the characters can run through. The elementals will resume their positions in the doorway so long as the fleeing characters are no longer attacking them, otherwise they follow.

Diplomacy: The characters are free to ask what ever questions they would like. Keep in mind which tell the truth and which are liars. Remember that the characters can choose any door at any time, they are

never trapped here and may need to be reminded of that if the game has stalled.

11. Trap! – Leap of Faith

This section was a failsafe that protected the majority of the residents that were jailed here, from the more dangerous ones. A modified wall of force acts as an invisible 3 ft. wide bridge out to the center where a pillar sits with a wheel on top that can be used to turn the wall of force to connect it to the hallway on the other side.

Trying to navigate the bridge on hope alone requires a DC 15 **Dexterity (Acrobatics)** check made with disadvantage, failure results in slipping and being able to make a DC 12 **Dexterity (Acrobatics)** attempt to grab at the force wall, again with disadvantage. Failure on the second roll means the character takes 40 (10d6) bludgeoning damage as they fall onto a wall of force 100 feet below.

The adventurers can use numerous items to help define the path of force, from broken up rations, to cloaks or blankets, doing so removes disadvantage from the check. Attempts to throw a rope out to the center fail, but the rope falls onto the bridge pointing out not all is what it seems.

A slight breeze comes from further down the hallway, abruptly the walls and floor disappear, giving way to a large crevasse 60 feet wide by 100 feet across there is a small (10 ft) platform seemingly floating in midair near the halfway point

Adjusting the Trap

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: A sparkling dust outlines the path removing the disadvantage, and reducing the difficulty of the crossing to 12; Strong winds catch adventurers who fall slowing their decent and reducing the damage done to 20 (5d6) bludgeoning damage.
- Weak party: A sparkling dust outlines the path removing the disadvantage. Strong winds catch adventurers who fall slowing their decent and reducing the damage done to 20 (5d6) bludgeoning damage.
- Strong party: The crevasse has spikes at the bottom that deal 5(1d6+1) piercing damage, in addition to the falling damage.
- Very strong party: Spikes 15(3d6+3) piercing and acid 8(2d6) acid damage awaits those unlucky enough to fall.

Mechanism: In the center of the room the platform has a wheel that when turned moves the wall of force clockwise to point toward the other side. There is also a lever that widens the force path from 3 ft. to 5 ft., reducing the difficulty to cross by 5.

Disable/Disarm: There is no option to disable this trap, though intelligent adventurers should be rewarded with easier crossings.

Treasure: At the bottom of the pit there is a chain mail coin purse with 35 gp and a silver ring worth 15 gp.

12. Trap! – Tears of the Dao

The walls of this room are covered in carvings depicting humans, elves, and dwarves offering gifts of gems to elementals of earth.

Real gemstones are sprinkled throughout the carvings, as the gifted gems, eyes, and stars in the sky. Some thirty gems cover the walls and ceiling.

Adjusting the Trap

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: The characters may have 5 failures; the room fills with sand in 6 turns.
- Weak party: The characters may have 5 failures; the room fills with sand in 5 turns.
- Strong party: The characters may have 2 failures; the room fills with sand in 3 turns.
- Very strong party: A xorn enters the room looking to eat the newly freed gems and attacks the party (yes, while it is filling with sand).

Mechanism: When any of the gems are disturbed, they are all knocked loose and fall out. Sand begins to spill out into the room. The doors the characters entered through close and can be opened with **three successes on a DC 16 Dexterity (Thieves Tools)**. If the characters fail on three checks before making the successes, the doors are sealed shut.

In **four** turns the characters begin to suffocate in the sand. They can swim to the top with a DC 14 **Strength (Athletics)**. On turn **six**, the ceiling collapses, revealing a crawl space that leads above the adjacent rooms.

Successes: □□□

Failures: □□□|□□

Detect/Disarm: The trap can be disarmed with a DC 18 **Dexterity (Thieves Tools)** check. A **Passive Perception** or **Wisdom (Perception)** of DC 18 notices the trap.

Treasure: Together the gems are worth 150 gp, individually the gems are worth anywhere from 5 sp to 10 gp and are too numerous to list.

13. Trap! – Brush with Death

This hall once contained a circle of teleportation. When the magic of the circle failed and collapsed in upon itself, a zone of negative energy was created.

Through the entry into this wide chamber a dais stands in the center with four oil lamp stand around its edges. This room feels cold. There is a door on the opposite side of the room.

Adjusting the Trap

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Reduce the necrotic damage to 5 (1d10), the DC to open the door to 12, and the hit points of the door to 9.
- Weak party: Reduce the DC to open the door to 12, and the hit points of the door to 9.
- Strong party: Increase the DC to open the door to 16, and the hit points of the door to 24.
- Very strong party: Run “The Shadow Knows” encounter in this room.

Mechanism: Every round spent in this room causes the character to take 11 (2d10) necrotic damage. A successful DC 11 **Constitution save** halves the damage.

Disable/Disarm: The door on the other side of the room is jammed shut. Opening it requires a DC 15 **Strength (Athletics)**. The door can also be broken, and has an AC of 17 and 18 (4d8) hit points.

A Dispel Magic spell cast on the teleportation circle suppresses the negative energy affect for 1 minute.

Treasure: Scattered around the room are 8 gold pieces, 3 blue quartz worth 10 gp each, and 12 pounds of Silver trade bars (6 gp). It takes four actions to collect the treasure.

14. Trap! - The Purifier

The entrance to this room is blocked by a spongy substance, that requires a DC 10 **Strength (Athletics)** check to push your way through. All skill checks to determine the nature of the material return that it is natural but of an unknown substance and that it is not harmful.

Once inside you find that this room (50 ft square) has been transformed. A rotting corpse has crumbled to the floor in front of a table. Arcane symbols adorn the walls and the floor holds on to the adventurers’ feet for a moment with each step they take into the room. Among the piles of notes, there are commentaries on lichdom and it looks like that was what this pile of rags was trying to accomplish before they perished. A doorway leads further into the complex next to the desk.

The danger to this room, is the length of time the adventurers spend inside it. The result of a failed spell has left a necrotic substance coating the floors and walls. Every turn have them roll a **Wisdom saving throw**, starting at DC 10 and increasing by two every turn, as the effects of the substance begin to affect the adventurers minds. A failure means that the character drops to their knees and begins to grab handfuls of the flooring and eating for the duration of their turn. Each bite they consume causes 5 (1d6+2) poison damage.

The doorway to this room looks different with dark spongy growth around the edges. It has completely covered to the doorway, with only a small space in the middle open enough to pass through.

Once through the remains of a failed ritual are evident. Pieces of parchment are scattered throughout the room. A rotting corpse lies in a pile of robes in front of a desk that is piled with books, notes, and other papers.

Adjusting the Trap

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Strong party: Start the Wisdom save DC at 12.
- Very strong party: Start the Wisdom save DC at 14.

Treasure: Among the magical notes is a scroll of *Protection from Good/Evil*, a spellbook with: *Disguise Self*, *Ray of Sickness*, *Find Familiar*, *Identify*, *Tenser's Floating Disk*, *False Life*, *Mage Armor*, and *Feather Fall*, and a cracked garnet gemstone (15 gp), among the robes is a rich blue Cape of Goldahroud.

Part 3. The tunnel's end.

Head to this point when only 90 minutes remain. This should allow the combat, resolution and time to hand out XP, etc.

And Then There Were None

General Features

Light and Visibility. An orange light illuminates through the hallways, its source seems to be behind the crystalline features.

Geography. The 10 ft. wide halls are easier to traverse here, then in the rest of the complex. The crystals no longer spur out into the path but coat the halls completely providing a semitransparent glaze over the original masonry

The hallway branches off three times, one ends in rubble the other two in cell blocks, the bars of which have been glazed over with the same crystalline substance as the walls.

Behind these there can be seen the corpses of the cells former inhabitant, all human. The exception to this is in the 3rd branch, one that ends in a 60 ft. square room with cells on each side, and another tunnel heading deeper into the complex.

The spurs of crystals return in this larger area, creating a shimmering light effect that momentarily dazes unwary individuals. DC 10 **Wisdom Save**, failure means paralyzed for 1 minute or until attacked. In one cell in the corner sits an old lady.

The bars are etched with runes that seem to have had the effect of holding back the crystals covering. As she hears/ sees the adventurers she begins to plead with them.

Role-playing Maha

A human of ancient Memnon, Maha was a worshiper of Efretti, and coordinated with many groups against Calim. She has a fair countenance and uses simple words and the fact she is a woman to make people underestimate her.

Trait: I always try to learn a person's weaknesses so I can better take advantage of them.

Flaw: I always consider myself the most intelligent person in the room.

Maha will happily tell the adventurers anything they want to hear to help release her from her prison. The door is such that simply lifting the latch will open the cell, the protections on it were meant to keep her in, and not allow her out.

She has been communing with the same voice, "the being," that Sorrim spoke with and Larazmu heard in his dreams. Maha and "the being" have an agreement, he will allow people to try to let her out, and in turn she will help break him free once she does. Of course, she understands that the adventurers may not agree with this plan of hers, so she keeps it to herself.

What Maha knows

- It has been well over a year since she has seen anyone. **(Truth)**
- Food used to be brought to her every day, since she stopped seeing anyone the food started to appear on a table at the foot of the bed once per day. It was simple rations, but that and the small fountain of water has kept her alive. The "other stuff", she motions to a chamber pot, disappears at the same time too. **(Truth)**
- She comes from the Calim Empire, and was imprisoned because she knew about the plot to kill Luar, a rival of Calim, and he wanted to make sure she didn't tell anyone about it. **(Truth)**
- There was a shaking of the earth and then the crystals began to grow a bit of time before the soldiers stopped bringing her food. She could hear hammering and believes they were attempting to break them up. **(Truth)**
- One day the hammering turned to screams then the next day the food appeared. **(Deception)** In reality a guard came to her and plead for her aid. She watched him be attacked by an elemental and pound into the ground. She had already been in communication with the being for some time.
- She does not know where here is, but she thinks it must be far away from her homeland, and she truly wants to be released to return home. **(Truth)**
- She believes she knows how to defeat the crystals; she has the power to sense such things. **(Deception)**
- She promises to not harm the adventurers if they let her out. **(Truth)**

Let me go!

If the adventurers release Maha, she thanks them immensely and shakes each one of their hands in turn as she puts herself between the far doorway, and the adventurers.

Maha smile at each one of you in turn, thanking you each in kind for saving her, she swears that now she will finally be free of the political ties that have bound her here, and that she cannot wait to see what the world has to offer.

With that grabs at an ankh that was hidden under her clothing and smiles. With a laugh, she bolts for the door, using the *Misty Step* stored in her amulet and yells back as she enters the tunnel leading deeper into the complex.

The last you hear from Maha as she enters the tunnel on the far side is, "I will be the one who frees Dao. The imposter who sits on his throne will soon meet his end." A red flash illuminated the entrance as the doorway crumbles.

As the rumbling fades a large portion of crystals burst from the floor in the midst of the party. It seems Maha has left a surprise for you.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Reduce its HP to 72, and remove its damage resistances.
- Weak party: Reduce its HP to 100.
- Strong party: Add one Mud Mephit.
- Very strong party: Add two Mud Mephits, increase the Earth Elementals HP to 144 and make judicious use of its Earth Glide ability in between its turns.

Tactics: The earth elemental will only attack until a character is no longer able to fight back. It was here to serve only as a distraction while Maha escaped beyond the reach of the party. It will stop attacking the party and leave using its *earthglide* ability if only one conscious adventurer remains.

It will attack those it identifies as casters first unless something else causes it more than 10 damage in a single round, then it will *earthglide* behind the adventurer and attack as it rises from the ground. If more than one adventurer deals over 10 damage in a single turn to it, it will attack the one that dealt the damage last.

We will not let you go

If the adventurers choose not to release Maha, she breaks down in tears, sobbing that she has been locked up so long, that maybe she shouldn't be released, she wouldn't know what to do with herself etc.

Use this opportunity to portray Maha as a victim of circumstance as she tries to change the adventurer's minds one last time. If that happens, then run the

encounter per the details in the "Let me go!" section of the adventure.

After her final attempts subside, the crystalline structures in the room begin to pulse with energy. A deep baritone voice booms inside each adventurer's head thanking the adventurers for destroying more of the beings within the prison.

The crystals in the room begin to pulse; the largest one in the center grows with power as it rises from the earth to tower over the adventurers.

A voice radiating from the being booms, "Stand aside, this servant of El'kered must be released."

The creature lumbers towards the cell, and the adventurers.

Previously the magical wards and the other creatures in the dungeon had taxed the powers of "The Being" in such a manner to precluded him from being able to do much. Now that the adventurers have changed the dynamics of the complex through their actions, there is power enough to bring forth a monster of might to free the one who wishes to serve "The Being."

Should the adventurers try to stop the earth elemental or to stop Maha from once freed fleeing through the far door, the **Earth Elemental** attacks, providing cover for Maha to *Misty Step* away, the doorway to the further hall collapsing as she passes through.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Reduce its HP to 72, and remove its damage resistances.
- Weak party: Reduce its HP to 100.
- Strong party: Add one Mud Mephit.
- Very strong party: Add two Mud Mephits, increase the Earth Elementals HP to 144 and make judicious use of its Earth Glide ability in between its turns.

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What Dao?

Once the adventurers have dealt with or have been rendered unconscious by the earth elemental, the same deep voice they may have heard earlier sounds in the room (or in their minds if unconscious.)

With that the Earth elemental is gone, and quickly you hear, "The labyrinth doors have been unlocked. It will not be long now."

The crystalline formations begin to dissolve, one of them leaving behind the body of a soldier, the blue cape marking him as one of the guards. Hanging from his back is an ornate quiver of tooled leather, imprinted with a pattern resembling the night sky.

Treasure: As the crystals dissolve in addition to the Quiver of Ehlonna that is found, the adventurers also find 3 malachite worth 10 gp each, a satin embroidered handkerchief worth 25 gp, a polished wood goblet worth 25 gp, a jade pair of dice worth 25 gp, feather mask with silver thread worth 25 gp, gold pitcher worth 25 gp, and a sack in Maha's cell containing 2 wheels of cheese worth 2 gp, and 90gp.

Conclusion

The retreating crystal formations have had the side effect of removing any encounter or traps that were not triggered by the adventurers making the path back to the intersection rather boring.

Upon their return to the intersection Sorrim is kneeling in the center of the room, standing as the adventurers enter.

"Well met again, if there are injured among you (I see there are injured among you), please head just outside to the left. We have set up an infirmary there, and one of my disciples will help you rest for the time."

"Tell me all about your adventures!"

Sorrim listens patiently as the adventurers explain what happened. He lets them know that Larazmu has recommended moving many of his men into the first areas before the intersection, and that there is a caravan headed back to Phlan in the next couple of days for more supplies if the adventurers would like a lift back to civilization.

Rewards

Make sure the players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Magmin	100
Quasit	200
Flying Sword	50
Strahd's Animated Armor	2300
Steam Mephit	50
Smoke Mephit	50
Magma Mephit	100
Gargoyles	450
Shadows	100
Xorn	1800
Earth Elemental	1800
Mud Mephit	50

Non-Combat Awards

Task or Accomplishment	XP per Character
Complete a social encounter	50
Overcome a trap	50
Use diplomacy to overcome a combat	150

The **minimum** total award for each character participating in this adventure is **900 experience** points.

The **maximum** total award for each character participating in this adventure is **1500 experience** points.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Rewards

	Gold Value
4. Pillars of the Earth	60 gp
5. The Shadow Knows	1 cp
6. Feed me Seymour	200 gp
9. Ball and Chain	300 gp
11. Leap of Faith	50 gp
12. Tears of the Dao	150 gp
13. Brush with Death	44 gp
Part 3	242 gp
Total Possible	1046.01 gp

Permanent Magic Item Distribution

D&D Adventurer's League has a system in place to determine who is awarded permanent magic items at the end of a session.

Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item.
- If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Potion of Healing

Potion, uncommon

A description of this item can be found in the Dungeon Master's Guide.

Spell Book

Only if found in the Purifier encounter

Quiver of Elhonna

Wondrous item, uncommon

Each of the quiver's three compartments connects to an extra dimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment can hold up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

Renown

All faction members earn **one renown point** for participating in this adventure.

DM Rewards

You receive **600 XP, 300 gp, and ten downtime days** for running this session.

DM Appendix: NPC Summary

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Larazmu (*Lair-as-moo*). A retired monk who started the SALT Consortium with his old friend Sorrim to try to strike it rich. He also has a debt to repay to the Black Network.

Trait: A True friend. Larazmu will give up everything to protect his friends.

Flaw: Gambler. Larazmu thinks himself a consummate investor. If there is a chance of making some money, he can hardly resist.

Tagline “Hey, what’s with all the questions, do you want to get wealthy or not!”

Norwood Sorrim (*NOAR-wood Soar-RIM*). A cleric of Ilmater who lost his faith, but had it restored through a harsh and taxing journey to find healing for his sick community. He now seeks to honor his god by building a permanent shrine in the ruins of Hawksroost. He started the SALT Consortium with his friend Larazmu to advance that goal. He also hopes to restore his old friend’s faith.

Trait: Faith. Sorrim is dedicated to Ilmater and his tenants above all else.

Flaw: Single-minded. Sorrim often forgets the subtleties as he pursues his visions.

Tagline “As long and strong as Darn’s devotion.”

Maha (*Mah-Ha*). A human of ancient Memenon, Maha was a worshiper of Efretti, and coordinated with many groups against Calim. She has a fair countenance and uses simple words and the fact she is a woman to make people underestimate her.

Trait: I always try to learn a person’s weaknesses so I can better take advantage of them.

Flaw: I always consider myself the most intelligent person in the room.

Appendix: Monsters/NPC Statistics

Magmin

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable Objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a Bonus Action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

Quasit

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (0)	7 (-2)	10 (0)	10 (0)

Skills Stealth +5

Damage Resistance cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1/2 (100 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any Equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Claw (*Bite in Beast Form*). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become Poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/day). One creature of the quasit's choice within 20 ft. of it must succeed on a DC 10 Wisdom saving throw or be Frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns Invisible until it attacks or uses Scare, or until its Concentration ends (as if concentrating on a spell). Any Equipment the quasit wears or carries is Invisible with it.

Flying Sword

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+0)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities Poison, Psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses Blindsight 60 ft., passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is Incapacitated while in the area of an Antimagic Field. If targeted by Dispel Magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall Unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Calim's (Strahd's) Animated Armor

Medium Construct, Lawful Evil

Armor Class 21

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	13(+1)	16(+3)	9(-1)	10(+0)	9(-1)

Skills Perception +3

Damage Resistances Cold, Fire

Damage Immunities poison, lightning

Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages can't speak (understands Common)

Challenge 6 (2300 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the armor must succeed on a constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks or uses shocking bolt twice.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target, *Hit:* 10 (2d6+3) slashing damage plus 3 (1d6) lightning damage.

Shocking Bolt. Ranged Spell Attack: +4 to hit (with advantage on the attack roll if the target is wearing armor made of metal), range 60 ft., one target. *Hit:* 10 (3d6) lightning damage.

Steam Mephit

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 ft. of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material Components. Its Innate Spellcasting ability is Charisma.

Actions

Claws: Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Smoke Mephit

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6+5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The mephit can innately cast *dancing lights*, requiring no material Components. Its Innate Spellcasting ability is Charisma.

Actions

Claws: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) slashing damage plus 2 (1d4) fire damage.

Cinder Breath (Recharge 6). The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

Magma Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6+5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Immunities fire, poison

Condition Immunities poisoned

Vulnerabilities cold

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephitis dies, it explodes in a cloud of steam. Each creature within 5 ft. of the mephitis must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) fire damage.

False Appearance. While the mephitis remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephitis can innately cast *heat metal*, requiring no material Components. Its Innate Spellcasting ability is Charisma.

Actions

Claws: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4+1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephitis exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Gargoyle

Medium humanoid (orc), chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Languages Terran

Challenge 2 (200 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8+3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skill Stealth +4

Senses darkvision 60 ft., passive Perception 10

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Vulnerabilities radiant

Languages Common

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or Darkness, the shadow can take the Hide action as a Bonus Action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on Attack rolls, Ability Checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or Long Rest. If a non-evil humanoid dies from this Attack, a new shadow rises from the corpse 1d4 hours later.

Xorn

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8+42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skill Intimidation +3, Religion +1

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Languages Terran

Challenge 5 (1100 XP)

Earth Glide. The xorn can Burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 ft. of it.

Actions

Multiattack: The xorn makes three claw attacks and one bite Attack.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10+60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons

Immunities poison

Condition Immunities exhaustion, paralyzed, pertified, poison, unconscious

Vulnerabilities Thunder

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 8

Languages Terran

Challenge 5 (1100 XP)

Earth Glide. The elemental can Burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to Objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Mud Mephitis

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephitis dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

False Appearance. While the mephitis remains motionless, it is indistinguishable from an ordinary mound of mud.

Actions

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeoning damage.

Mud Breath (Recharge 6). The mephitis belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Player Handout 1: Quiver of Elhonna

Quiver of Elhonna

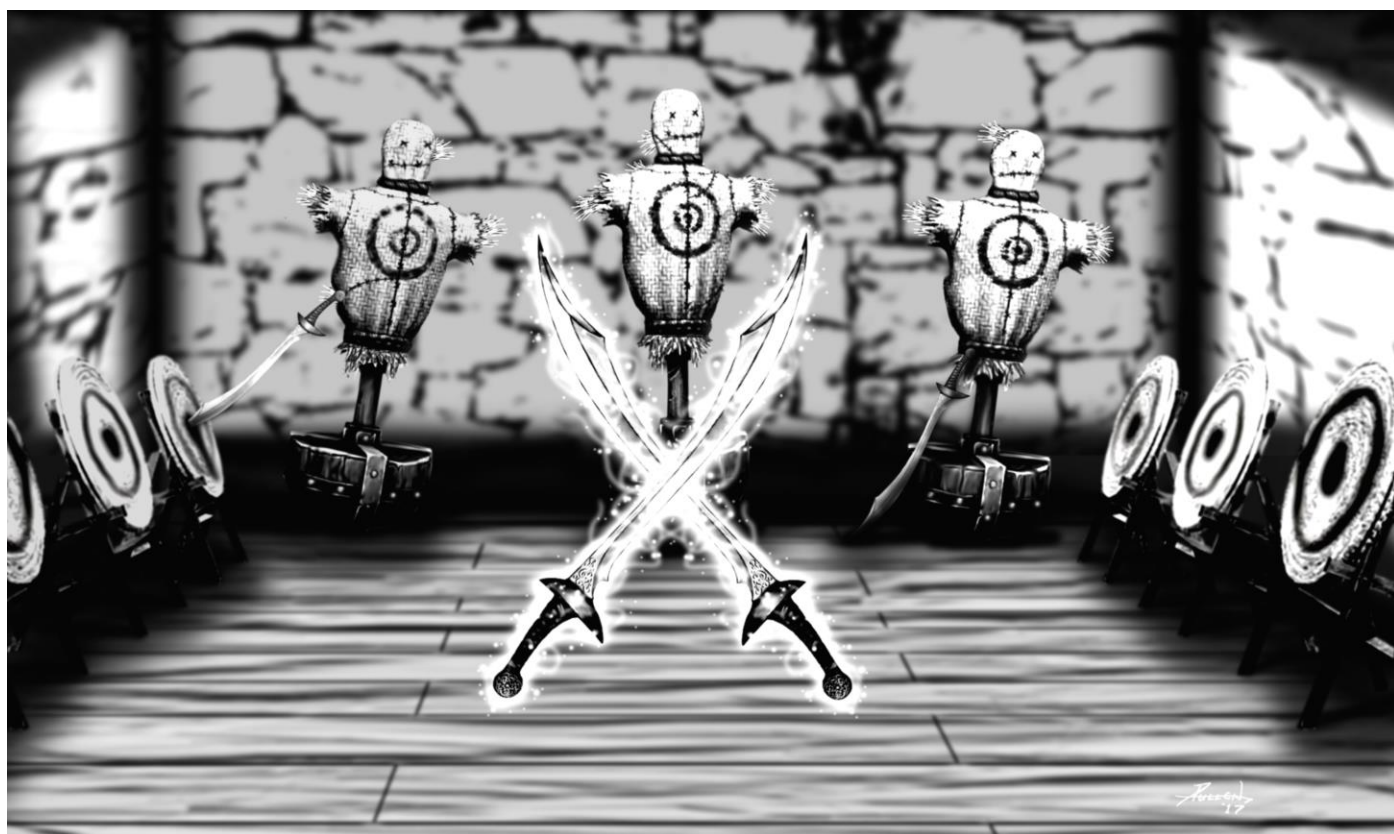
Wondrous item, uncommon

Each of the quiver's three compartments connects to an extra dimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment can hold up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Player Handout: Dungeon Hall





Player Handout: The Fire Burns



Player Handout: Pillars of the Earth





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Suggested Dungeon Map

