

SUB ROSA

Part Two of the Storm Herald Trilogy

Hot on the trail of Selise Teshwave and Baron Rajiram, the adventurers must enter newly exposed mountain excavations in the Galena mountains. Swift action must be taken to prevent the Baron from obtaining a powerful weapon from this ruin. Meanwhile, the mysterious Teshwave siblings, Abigail and Char, are hot on the trail of their older sister.

A Four-Hour Adventure for 11th–16th Level Characters



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Adventure Code: CCC-TRI-23 STORM 1-2

Optimized For: APL 13

Version: 1.2

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INTRODUCTION

Welcome to *Sub Rosa*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Storm Herald* series.

This adventure takes place in the Galena mountains, north of the small Moonsea town of Hulburg. Recent seismic activity has uncovered ancient ruins in the mountains, including an ancient Cloud Giant city, which has drawn the attention of Baron Rajiram.

This adventure is designed for **three to seven 11th–16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in adjusting for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than 11	Very weak
3–4 characters, APL equivalent to 11	Weak
3–4 characters, APL greater than 11	Average
5 characters, APL less than 11	Weak
5 characters, APL equivalent to 11	Average
5 characters, APL greater than 11	Strong
6–7 characters, APL less than 11	Average
6–7 characters, APL equivalent to 11	Strong
6–7 characters, APL greater than 11	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

High Level Play. At higher levels, the player characters have acquired numerous powers, items, and other capabilities that can disrupt the expected flow of a module. While this is considered during design, always be prepared to react to clever players necessitating limited improvisation during the adventure.

ADVENTURE PRIMER

"You Call This Archaeology?"

—Indiana Jones

ADVENTURE BACKGROUND

A fissure has opened up in the Galena Mountains north of Hulburg, on the northeastern coast of the Moonsea, exposing ancient ruins that lay there undisturbed for millennia, and attracting prospectors, archaeologists, sages, and others, to the site.

The ruins are of an ancient flying Cloud Giant city named Skyelinjeheim, and date back many thousands of years to the war between giants and dragons. Anyone able to raise this flying city would immediately gain immense power, both magical and material.

Recent conflict has arisen, as Baron Rajiram, which the characters may have encountered in DDEP05-2, "Ark of the Mountains", or various other season 5 adventures, has been seen in the area. One of his agents, Selise Teshwave, has been confirmed to be in the vicinity as well.

Either by being assigned to track him down in CCC-TRI-22, "On the Baron's Trail," or having been otherwise drawn to the area of the expeditions, the characters find themselves trying to track down the Baron and Selise, and to put a stop to his expedition.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Dusto (duss-TOE). A small tent town that has gone up outside the newly discovered ruins.

Skyelinjeheim (SKEE-linj-HIME). Subterranean ruins of an ancient flying Storm Giant city recently discovered near Hulburg.

Jeremiah Treewhistle (jer-i-MY-ah tree-hwis-el). A gnomish informant who has been investigating the rumors of the Baron and his lieutenants being in Hulburg.

Abigail and Char Teshwave (ab-ih-GALE and CHARE tesh-WAVE). Mysterious warlock siblings looking for their older sister, Selise.

Cade Tealeaf (KADE tee-LEAF). Githyanki exile and mercenary working on behalf of Baron Rajiram to take control of the ruins of the flying Cloud Giant city

Sirthao (Ser-THOU). Chieftain of the Perresnap tribe of Lizardfolk, looking to establish his clan in the ruins.

Tross (TR-oss). Chieftain of the upstart Ruloth tribe of Lizardfolk, who wishes his people to move farther away from civilization.

ADVENTURE OVERVIEW

The party has been sent to Dusto, near the ruins of Skyelinjeheim, to stop Baron Rajiram from finding and taking control of an ancient flying storm giant city.

Players who have played in CCC-TRI-22, "On the Baron's Trail" will have encountered Jeremiah Treewhistle in that adventure, and he is again the contact here, having gone ahead of the party to Dusto.

The adventure is broken down into four parts:

Part 1. The characters arrive in the small town of Dusto, near the Galena Mountains, in search of their mission contact, Jeremiah Treewhistle. The town immediately comes under attack, and once the attack ends, the characters meet Char and Abigail Teshwave.

Part 2. The characters are shown an entrance into the nearby ruins. As the characters discover more about the crashed Cloud Giant flying city, they encounter tribes of lizardfolk in conflict, who hold the key to delving further into the ruins after the Baron and Selise.

Part 3. The characters find themselves in the control section of the formerly flying city. They must deal with the Baron's minions, and the city's ancient defenses, to prevent his forces from raising the city.

Part 4. Despite the characters' best efforts, the Baron is raising part of the ancient city. The characters must escape or be buried in the ancient rubble.

ADVENTURE HOOKS

Continuation. Players having played in CCC-TRI-22, "On the Baron's Trail" will find the information leading to this adventure at the end of that mod.

Factions (All). The various factions of the area all have a vested interest in stopping the Baron from potentially securing a powerful weapon.

Unfinished Business. Characters who took part in the Season 5 adventures and Epic that featured the Baron may be interested in finally tracking him down.

Aren't You Dead? Characters who have played CCC-TRI-03, "Fences & Swords" and/or CCC-TRI-04, "Birds of a Feather" may have encountered Abigail and Char Teshwave, and wonder how they escaped have come back from the dead.

PART 1. DUST UP IN DUSTO

Estimated Duration: 30 minutes

The characters begin the adventure by arriving in the tent town of Dusto, which has popped up around the ruins to cater to the expedition teams and adventurers who have come to investigate.

They have been tasked to meet up with (perhaps even tasked by) Jeremiah Treewhistle here to follow up on the movements of Baron Rajiram, who has entered the ruins of Skyelinjeheim.

GENERAL FEATURES

Dusto has the following general features.

Shanty Town. The town is little more than a ramshackle collection of disparate tents containing adventurers, explorers, and camp followers

Weather. It is night when the characters arrive, and drizzling, with rolling thunder audible in the distance.

Light. The night is moonless, and only sputtering, flickering torches and lanterns scattered throughout the town provide light.

Smells and Sounds. The town smells slightly rancid, and the sounds of drinking, conversation, and other interactions can be heard through the rain.

A. TENT TOWN SHOWDOWN

As the characters are walking through the town towards where they have been told Jeremiah Treewhistle is staying, the town falls under attack.

Dusto is a town in name only. Muddy, unpaved roads twist through it, with a mishmash of tents, huts, and temporary structures dotting the area.

The dark, moonless night is broken up only by the sputtering light of torches, the rain hissing as it drizzles on them. A musty, rancid smell seems to permeate the area, with no discernible source.

As you walk towards your destination, the sounds of battle start to fill the night. You see robed figures and floating creatures swarm between and through the structures. The town is under attack!

SKIRMISH IN THE TOWN.

Have the characters immediately roll for initiative. The characters will start in square P on **Player Handout 1** and monsters start on squares marked M1 through M6, as applicable. Certain setups will have more starting spaces than monsters. In this instance, the DM should place them as he sees fit, with monsters starting farther away from the party being more difficult.

The following guidelines apply to this encounter:

Monster Initiative. All monsters in this encounter perform their actions on initiative counts 20 and 10.

Monsters whose health drops below half act only on initiative count 10.

Monster Health. Each monster used in this encounter represents a group of enemies and has the maximum hit points that creature can have.

Movement. On their turn, each character or monster can move one space on **Player Handout 1**, or dash to move two spaces. A creature that dashes cannot perform any other actions on that turn. Movement cannot be made diagonally.

Building Destruction. Each turn a monster spends in a space with a structure and has no character next to it, it may use its action to destroy that building.

Time Limit. At the end of 12 rounds, the remaining enemy units withdraw and scatter into the night.

The town is being attacked by minions of the Baron, represented by two **air elemental myrmidons** and three **warlocks of the fiend**. Their goal is to cause havoc and destroy as many structures as possible.

SETTING UP THE ENCOUNTER

Very Weak & Weak

- **Air Elemental Myrmidon (2):** AC 18, 180 hp, Init +2
- **Warlock of the Fiend (2):** AC 12 (15 *mage armor*), 120 hp, Init +2

Average & Strong

- **Air Elemental Myrmidon (3):** AC 18, 180 hp, Init +2
- **Warlock of the Fiend (2):** AC 12 (15 *mage armor*), 120 hp, Init +2

Very Strong

- **Air Elemental Myrmidon (3):** AC 18, 180 hp, Init +2
- **Warlock of the Fiend (3):** AC 12 (15 *mage armor*), 120 hp, Init +2

TRICKS OF THE TRADE

This encounter represents a running, skirmish battle fought by groups of forces across the town. Review the rules for the encounter, and the map in **Player Handout 1** prior to running the encounter.

Skirmish. Since each enemy monster represents a group of enemies, describe the chaotic scene and multitude of enemies to the players to get across the feeling of the fights going on all around them, and the thinning of enemy forces as the characters damage them.

Monster Goals. The monsters are primarily interested in causing chaos and driving off people investigating the ruins. They will react with more vigor once the characters enter the fray, however, they should still try to destroy buildings during the fight before withdrawing. Injured characters who withdraw can either be pursued or not at DM's discretion.

Skills, Roleplaying, and Abilities. The characters may attempt to be stealthy in their methods, trick the enemies, split up, or other unorthodox tactics. Play this up where possible,

and reward characters with inspiration for creative solutions.

DEVELOPMENT

Once the monsters have been defeated or the time limit has been reached, determine the number of structures remaining, the results determined below:

0-2. The town is in almost complete ruin. This will impact the last encounter of the module.

3-5. A good chunk of the of the town is damaged, but it has been partially saved. No effect.

6-8. A large chunk of the town has been saved. The enemy leaves behind a satchel containing gems worth 250 gp, and a *potion of invisibility*.

B. PICKING UP THE PIECES

The enemy having been driven off, killed, or otherwise dealt with, people in Dusto start to emerge from hiding to tend to the wounded and destruction.

If the characters start asking around or otherwise investigate the town, they can discover the following:

The location of Jeremiah Treewhistle's 'house.'

There had been encounters with bandits and elementals outside of town previously, but never an attack like this.

There are several groups currently investigating the ruins, but none have made it very far into them.

A woman matching the physical description of Selise has been seen in the town within the last week.

Some of the town supplies were destroyed or stolen during the attack, and only basic supplies are available, at twice the normal cost.

C. JEREMIAH'S HOVEL

Once the characters learn where Jeremiah was staying and head to that location, they will find the 'house' little more than a tent with shoddily put together wooden walls added to it, forming a single room.

The inside of the tent is a complete mess. A rickety looking bed with a hay mattress sits to one side. Next to it sits a broken desk and a tipped over bookcase, with books torn and scattered throughout the room. Across the room from this sits a tipped over chair, and an empty footlocker with a broken lock and the lid open.

Characters using Perception, Investigation, Survival, etc. to examine it can discover the following:

DC 10. More than just messy, it appears the house has been ransacked and tossed in a search for something.

DC 15. There are signs of a struggle. It appears as if several creatures drug a smaller creature out of the tent.

DC 20. If specifically looked at, a false bottom can be found in the footlocker, containing a coded journal with a harper pin pinned to the front cover.

DC 25. If the journal is found, it can be decoded with an Intelligence check. Characters who are members of the Harpers, rank 4 and above, have advantage on this check.

At a time of the DM's choosing during their search of the hovel, smoke starts billowing from the ground, and two figures appear in the tent with the players. These are the infamous pirate Teshwave Siblings, Abigail and Char.

ROLEPLAYING THE SIBLINGS

The Teshwave siblings are fraternal twins. Char is a burly, heavily armored woman with a bit of a scowl. Abigail is flightier and more distracted, occasionally levitating off the ground, but making no notice of it. They will frequently finish each other's sentences. Both are sarcastic and irreverent, in general, but become very serious when it comes to finding their older sister, Selise.

AREN'T YOU DEAD?

Characters may have encountered or heard of these siblings before, from either CCC-TRI-03, "Fences & Swords" or CCC-TRI-04, "Birds of a Feather." Some may have sent them to their death at the hands of the Lord's Alliance, or even killed them themselves. For these characters, the siblings will be somewhat ruder, but will state that, luckily for the characters, neither they, nor their patron (whom they will not discuss) don't hold grudges.

The siblings are looking for their older sister, Selise, who has apparently been working with Baron Rajiram and seen in the town and nearby ruins.

How much they reveal to the party is up to the DM, and should be based on good roleplaying:

Selise has been missing for several months, before being sighted in the company of the Baron.

Selise is not a pirate like her siblings, and is a type of paladin, although the siblings don't know of what kind.

They have no idea why she would be working with Baron Rajiram, nor do they know anything about him other than what is common knowledge.

They had information that Jeremiah was also looking for Selise and wanted to find out what he knew. They were not involved in his disappearance.

If attacked, their presence is shown to be illusory in nature.

They are completely uninterested in why the characters may want to stop the Baron, but promise powerful, but vague, boons to the characters from their patron if they help find their sister.

No matter which way the conversation goes, a map will appear several feet in the air and flutter to the ground. They inform the party that whatever

the Baron is planning, it will come to fruition soon, and that finding their sister is the key to finding him. With this, they disappear.

DEVELOPMENT.

Once the siblings depart, the characters should head to the entrance of the ruins marked on their maps. They may attempt to enter through other means in the area, but all of these will be dead ends. Make note of the result of the town's defenses for later.

From this point forward, if the characters take more than one short rest, they will fail the mission.

TREASURE.

Depending on the outcome of their defense of the town, the characters may find a handful of gems worth 250 gp, and a *potion of invisibility*

PART 2. BEGINNING TO DELVE

Estimated Duration: 45–60 minutes

With the map from the Teshwave siblings, the characters will be able to find their way to an entrance of the ruins of Skyelinjeheim. It is a cave entrance, looked to be newly formed by seismic activity, and overgrown with vegetation on the exterior around the new fissure.

Within these ruins, the characters encounter numerous traps, (some constructed and some natural,) beasts, and warring tribes of lizardfolk among the hints of the cloud giant city this once was.

From these lizardfolk, the characters must retrieve two halves of a storm giant control crystal to proceed further into the ruins.

DM Note. In a time-limited slot, this part can cause the adventure to run long. If you are worried about overall timing, you can place both lizard tribes in the same location and arguing when first encountered.

GENERAL FEATURES

The cave has the following general features.

Size. The walls and ceiling fluctuate in height and width but are generally between 10–15 feet wide and 15–35 ft high.

Light. Unless otherwise noted there are no light sources in the cave.

Smells and Sounds. Although imperceptible near the entrance, a damp, but not altogether unpleasant, smell, and the sound of running water can be detected the deeper into the ruins the characters go.

The march of time. The entrance areas to the cave are natural in form, but the deeper parts of the cave system begin to reveal the evidence of cloud giant civilization that has been buried through the millennia.

ENTRANCE TO THE RUINS

The characters can find the entrance on the map with no checks, and it takes about an hour to travel there on foot from the town of Dusto.

It's easy to see why this entrance is apparently undiscovered. The cave ahead of you appears to be newly formed, bright, newly exposed rock from the entrance to the depths below.

Thick, tall vegetation surrounds the entrance, and it is very quiet this far from the town. The air is cooler here; higher up in the mountains. The path forward, into the earth, beckons.

Characters who investigate the area around the entrance may make a DC 20 Wisdom (Survival) check to notice that there are signs of recent humanoid passage, but that they have been covered by someone or something with a high degree of expertise.

The cave provides an entrance to one of the outlying districts of Skyelinjeheim, called Frauthnor, that was a more modest section of the massive flying city of old. At various points, rooms in the ruins will be marked as containing "Lore." At the DM's discretion, and based on the characters' actions, the following items can be rolled for on the Lore Table, rerolling on already discovered items:

LORE TABLE

d6	Found Lore
1	A wall with hastily scrawled runes, describing a fall from the sky.
2	Under large rubble, the ancient skeletal remains of a giant clutching the skeleton of a giant child.
3	Journal of an expedition from 500 years previous, mentioning a district known as 'Frauthnor' in an unnamed city.
4	Cracked runic tablet that translates roughly to 'weaving and garments.'
5	A large doorway and building facade, heavily damaged; partially protruding from solid rock. Runes above the doorway say the name of the city in Giant, 'Skyelinjeheim,' which roughly translates to ancestral sky home.
6	Amongst heavy rubble, a rotted, wrapped box containing a giant-sized necklace of feathers, with a silver necklace inscribed in runic, "To Dranthana, from Langrerosus."

A map of the ruins is provided in appendix "Caves Map". The numbers of the following sections refer to that map.

TRICKS OF THE TRADE

This section of the adventure sees the characters exploring the outskirts of ancient ruins.

Traps! Several traps, both constructed and natural hazards, are present in this section. Traps may be added, removed, or improvised at DM discretion for time, party makeup, or preference.

Warring Tribes. Roleplay of the conflict between the Perrasnap and Ruloth tribes, and their heirs, who are secretly courting. Both tribes have half of the needed control crystal for the flying city, and while the characters can take them by force, this may have repercussions later. The solution to their conflict is hinted at, in the marriage of the son and daughter of the chiefs of the rival tribes, but overall is purposefully left open ended.

Lost to History. The lore provided above can be used to help add to the atmosphere of the ruins, and more are provided in the next section. Use these to help paint the picture of what the city used to be like for the giants who lived there.

Killing the Lizards. All lizardfolk in this section use the **lizardfolk** stats in the *Monster Manual*, which are not reproduced here. Given the characters' levels, they are not a threat to them, and should they be engaged in combat will flee or be killed without rolls being needed.

1. CAVE ENTRANCE

The fissure created in the mountain formed a natural cave, that descends steeply ahead for 40 feet.

2. ANTECHAMBER

The entrance opens into a wide, high ceilinged area with rough-hewn walls. A large, natural forming column divides the room, with a large pile of rubble and boulders to the northwest.

BROWN MOLD

The cave's recent opening to the outside and proximity to the surface have provided enough heat for a dormant patch of brown mold to rapidly regrow and mutate.

Characters who investigate the rubble, or come within 5 feet of it, without noticing it and taking precautions must make a DC 16 Constitution saving throw or take 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.

The mold may be destroyed by cold damage; however, it feeds on heat, and any attempt to destroy it with fire causes it to rapidly grow and spread its spores to the entire chamber, causing anyone inside or who passes through it to make the same saving throw.

3. TWISTING PASSAGE

This natural stone passage narrows and turns sharply to the west, while descending another 20 feet. As characters reach the end of the passage and enter area 4, a rumbling sound vibrates the area, causing loose stone and dust to fall.

4. OPEN CAVE CHAMBER

The passageway from area 3 levels off and opens into this chamber. The ground is somewhat covered in bat guano, from bats newly roosted in the stalactites 40 feet above.

In the northern section of the chamber, mixed natural and structural rubble is present, in which lore from the lore table may be discovered if the rubble is partially cleared.

To the south, the chamber leads to areas 5 and 6.

5. SHRINE TO SEMUANYA

The cave forms a natural alcove here, in which the lizardfolk tribes built a shrine to their god, Semuanya. The crude altar bears a wicker likeness of a powerful lizard head, with offerings of bone, tools, and other instruments of use and survival below it.

TRIPWIRE

The lizardfolk have placed a tripwire triggered trap here to protect their offerings on the altar. If a character approaches within 10 feet of the altar

without noticing, vats of acid are overturned, and fall on anyone in the chamber not within 5 feet of the altar.

Any creatures being hit by the falling acid must make a DC 18 Dexterity saving throw, taking 22 (4d10) acid damage on a failed saving throw, or half as much damage on a successful one. Setting off this trap alerts the lizardfolk elsewhere in the cave.

The tripwire or hanging vats of acid may be noticed with a DC 18 Wisdom (Perception) or Intelligence (Investigation) check, and the trap may be disarmed with a DC 15 Dexterity check using thieves' tools, or with disadvantage using any edged weapon.

6. PASSAGE INTO THE DEEPER RUINS

This bend in the passageway initially appears as a patch of constructed stone wall, made of giant sized bricks of a bluish-gray hue. It is solid and impenetrable by either magic or physical damage.

If a creature holding both halves of the cloud city control crystal (obtained from the lizardfolk chiefs) approaches, the wall will reform into a passageway leading to cracked, giant-sized, old stone steps descending further into the earth.

7. FUNGAL ROOM

This area shows significantly more signs of the cloud giant city that once was here, with ruined statues, walls, and other items scattered around the perimeter.

The room is damp, and a host of phosphorescent fungi have grown here, bathing the room in a natural, dim blue light. These fungi are harmless.

Three **lizardfolk** are keeping guard in this area and make perception checks (+3) with advantage. If they detect the characters, they will retreat north to area 8.

A wide, walled passageway to the southwest leads to area 10, while the cave continues to areas 11 and 12 to the southeast.

8. PERRASNAP TRIBE

A few dozen lizardfolk of the Perrasnap tribe live in this area, led by their chief, Sirthao. Several sentries protect the southern entrance of this area, which is a mishmash of natural stone, giant structures, and lizardfolk construction. This chamber is dimly lit by torches in makeshift holders along the wall.

All the lizardfolk speak Draconic, however Sirthao, his son, and several others speak Common, and can serve as translators. If the characters interact with the lizardfolk peacefully, they are brought before Sirthao, who sees them as a potential means to solve his problem.

ROLEPLAYING SIRTHAO

Sirthao is a large, powerful lizardfolk, who rules through his tribe's respect of this strength, he is both shrewd and fair, though his anger is blinding him to peaceful resolutions of his conflict with the Ruloth tribe, who also live in the cave and were once Perrasnap tribe members.

Sirthao believes the newly exposed underground waterways in this cave will provide his people a suitable place to live in peace, while being close enough to civilization to provide a means of trade. He worries that if the conflict between the tribes goes on for too long, they will splinter completely.

From Sirthao, the characters can learn the following:

- There is a rival tribe, the Ruloth, in the eastern sections of the ruins.
- He moved his people here to find a more hospitable place to live, compared to the swamp area they came from.

Sirthao suspects the characters are on the trail of other individuals, matching the descriptions of Baron Rajiram and Selise, who passed through with their forces earlier, killing several tribe members.

He knows the way to follow them and will only do so if the characters retrieve a crystal from, and deal with, the rival tribe.

If the characters do not insult or attack him or the other lizardfolk, they are free to roam the Perrasnap section of the cavern.

If the characters speak to the other members of the tribe, they can learn the following with any appropriate check or roleplaying:

- The tribe moved here after one of their scouts discovered the water sources in areas 10 and 16.
- The Ruloth tribe wants to return to the swamps where the tribe originally lived, which is what caused the schism. Tross, once a trusted lieutenant of Sirthao, rebelled and formed the new tribe.
- Several families are split between the two tribes.
- Sirthao's son, Shiv, had to be rescued from the Ruloth and is currently in area 9 to the north.

Sirthao has one half of the cloud city control crystal the characters need to proceed further into the mines.

9. PERRASNAP SUPPLIES

Several lizardfolk mill about in this area, which is filled with foodstuffs, tools, sundries, and other supplies of the tribe. They take exception to the characters trying to remove any of it. This chamber is dimly lit by freestanding torch lamps.

In the southern alcove of the room sits a large, but sullen looking lizardfolk at a crude table. This is Sirthao's son, Shiv. He respects his father, even if he disagrees with him, and is initially very tight-lipped.

If the characters manage to get him talking through some means, he reveals the following:

- Sirthao was deeply hurt by Tross' rebelling, and Shiv thinks it is clouding his judgment.
- Shiv was not rescued from the Ruloth, as he was near their camp voluntarily, and forced to return.
- Before the schism, Shiv was courting Tross' daughter, Arthaen, and was trying to escape with her. He does not know what happened to her after his father's forces arrived and took him back.

In the very northern section of this chamber, there is a crumbling stone wall. If the characters remove or otherwise bypass this wall, they can find Lore from the Lore Table.

10. SOUTHWESTERN FOUNTAIN

This long chamber has a rectangular stone cistern, 15 feet wide and 45 feet long running down the room, from southwest to northeast.

The water source is a partially crumbling figure of a giant that is part of a fountain in the southwest corner of the room. Casting *detect magic* on the statue reveals a weak aura of enchantment magic.

Water overflows into the surrounding area of the cisterns, causing small ponds several feet deep to form. Observant characters may notice that these pools do not seem to change in level, owing to the very porous type of stone in this area.

In a northern alcove there is a partially uncovered mosaic floor depicting impressive looking cloud giants. This path and its surrounding masonry walls lead to a collapsed passage. Nothing lies beyond this but stone.

Along the southeast wall is a raised dais with a large, mostly intact sundial on a pedestal.

COLLAPSING FLOOR

The floor directly in front of the dais is unstable due to the recent seismic activity that revealed the ruins. If more than 200 pounds is on the floor in that area, it collapses, causing any characters standing on it to plummet 60 feet into a fissure, bouncing off the jagged edges of the fissure as they fall. This collapse alerts the lizardfolk in area 8.

Any characters standing in that area when the floor collapses must succeed on a DC 18 Dexterity saving throw or take 33 (6d10) bludgeoning damage from the fall, landing prone, or half as much damage on a success.

Characters who exceed the save DC by more than 5 can grab onto a ledge and avoid the fall, taking no damage. Characters who fail the save by more than 5 fall particularly awkwardly, taking 55 (10d10) bludgeoning damage and falling prone.

The jagged nature of the fissure allows for climbing up or down the walls without a check.

Characters who investigate the bottom of the fissure may find Lore from the Lore Table.

The unstable floor may be detected with a DC 22 Wisdom (Perception) or Intelligence (Nature) check. If the characters have encountered the collapsing floor in area 11, this check may be made with advantage.

11. HIDDEN NOOK

The ground in this area is unstable, concealing a small chamber. If more than 200 pounds steps into the area, the floor collapses, although the fall is not far enough to be damaging.

Inside the recessed pit is an unlocked chest that looks extremely old and worn. Inside is 845 gp, 230 sp, and a *spell scroll of skill empowerment*. Lore from the Lore Table may also be discovered in the pit.

12. BURIED CACHE

This passage winds to the southeast. At its end is a collapsed tunnel, and a pit used for the refuse of the lizardfolk. It is filled with bones, discarded items, and waste, and nothing else remarkable.

13. EASTERN PASSAGE

This passage is lower than elsewhere in the cavern, with a ceiling only 10 to 12 feet tall, 15 feet across, and 50 feet long. It widens into a small chamber to the southeast, where two lizardfolk guards are looking for Arthaen. They will flee to area 15 if they detect intruders.

It is damp, and musty smelling with mushrooms growing along much of the floor. The mushrooms do emit spores when disturbed, but they are harmless.

From its southeastern terminus, it connects to area 14 to the east and area 15 to the south.

SPIKE WALL

Halfway through the narrow portion of the passage is a trip line obscured amongst the mushrooms. When tripped, it releases a camouflaged, spring loaded, wooden spiked door, that swings out into the passageway.

Any creature within 10 feet of the trip line when it is triggered must make a DC 20 Dexterity saving throw, taking 36 (8d8) piercing damage on a failure, or half as much damage on a success. Activating the trap alerts the lizardfolk in area 15.

The trip line or the wall may be detected with a DC 19 Wisdom (Perception) or Intelligence (Investigation) check and disarmed with a DC 15 Dexterity (Thieves' Tools) check, or at disadvantage using any edged weapon.

14. HIDDEN OVERLOOK

The area of the cavern is 70 feet long, 35 feet across, and with a 60 foot cavernous ceiling. The northern wall is natural stone, and the southern wall is stone interspersed with crafted stone walls.

At the eastern edge of this area, 50 feet up, is a hidden ledge and overlook. Careful inspection of the eastern wall reveals a natural ladderway up the wall, and a DC 16 Wisdom (Survival) check reveals that it has recently seen use.

The ledge is currently occupied by Arthaen, the daughter of Tross. She fled here after Sirthao's forces took Shiv back to his father and has been contemplating the conflict between her father and Sirthao, and her desire to find a way to reunite with Shiv.

If the players make their way to the ledge, Arthaen will nervously back against the wall, until they can convince her that they are not a threat. Arthaen speaks common, and if lead into a discussion, will reveal the following:

- She is alone on the ledge as it's a little-known area of the cave and allows her to think in peace.
- She is contemplating how to lead the fractured tribes back together and prevent disaster for her people.
- She cares deeply for Shiv and thinks their union can help reunite their feuding fathers.
- Several other outsiders made their way through the area a day ago, inflicting several casualties on both tribes.

In rubble at the back of this ledge can be found Lore from the Lore Table.

15. RULOTH TRIBE

This cavern is spacious, with 40 foot ceilings, a mixture of rock and constructed walls, and torchlight throughout. Supplies, beds, and work areas line the walls.

Ruloth is smaller than the Perrasnap tribe, with only a few more than a dozen lizardfolk present. Several lizardfolk sentries monitor the northern approach for any intruders.

If the party deals with these sentries peacefully, or is accompanied by Arthaen, they will be brought to see the chief, a wiry lizardfolk male named Tross. Like the Perrasnap, he, his daughter, and several other lizardfolk can speak Common, and can translate as necessary.

ROLEPLAYING TROSS

Tross is a wiry, lithe lizardfolk male who is the chief of the upstart Ruloth tribe. He worries greatly for his people and thinks that being close to civilization is an impractical risk to take and will lead to the tribe being attacked by neighboring villages.

He is a kind, if indecisive, leader, and genuinely believes he has the best interest of the tribe at heart. He was loathe to turn on his friend, and chief, Sirthao, but now believes the other must be eliminated for their people's best chance at survival.

If the characters speak with Tross, they can learn the following:

- The lizardfolk have not been here for more than a few weeks.
- He once served Sirthao, but now thinks he must be removed for the good of the tribes.
- Shiv, Sirthao's son, tried to kidnap his daughter Arthaen, who is missing (unless she is with the characters).
- Other outsiders matching the descriptions of the Baron and Selise moved through the caverns to reach deeper into the ruins in the last few days.
- He knows how to follow them, but will only help if the characters deal with Sirthao, and retrieve the crystal he carries.

If the players deal with him peacefully, they will be allowed to explore the rest of the areas under Ruloth control. In talking with the rest of the tribe, they can learn the following:

- Tross and Sirthao were once best friends.
- Tross' daughter, Arthaen, has been missing for about a day, after a run in with Perrasnap forces.
- The Perrasnap tribe believe the water features of the ruins and proximity to trade routes make this a good place to relocate the tribe to.
- Several families are split between the two tribes.

Tross has one half of the cloud giant city control crystal the characters need to proceed further into the ruins.

16. HOT SPRINGS

This cavern is warm, with steam and a slight sulfur smell permeating. Scattered throughout are several pools, which seem to be fed from a natural hot spring somewhere beneath the cavern.

Phosphorescent fungi line the walls, giving off a blue-yellow dim light. Several lizardfolk are enjoying the pools at any given time, while others move in and out of the area to access a small area of plants being farmed along the northern edge of the room.

17. SLIMED RUINS

This cavern is small and narrow, with a 30 foot ceiling and an odd, acrid odor.

At the southern edge of this small cavern are 3 damaged statues of giants, all of which in various states of collapse. Bits of green material can be seen around the bases of the statues and the floor.

GREEN SLIME

The ceiling of this cavern is home to several patches of green slime, which will drop from the ceiling when a creature passes below it. It cannot move outside of this action.

Any character (up to 3) who comes within 10 ft of the statue must make a DC 15 Dexterity saving throw to avoid the falling slime and avoid contact with it.

A creature that comes into contact with green slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

A static mass of green slime also sits behind the statues. If cleared away, the characters can find Lore from the Lore Table in the underlying rubble.

DEVELOPMENT

The method in which the characters resolves the lizardfolk conflict is up to them but will have repercussions later in the adventure.

If one half of the crystal is brought to either Tross or Sirthao, they will give the characters the other half and show them to area 6. Similarly, if peace is made between the tribes, both chiefs will freely give their halves and jointly show the characters to area 6.

If the crystal halves were taken by force and/or both chiefs were killed, the characters will need to discover the passageway in area 6 on their own.

By whatever method they chose, the characters should find themselves in possession of two halves of a large, blue crystal.

When both halves are fitted together, they will magically meld into a single crystal, though the crack will still be visible.

Possession of this crystal will activate the necessary magics to reveal the passageway in area 6 and allow them to proceed lower into the ruins after Selise and the Baron.

TREASURE

The characters may discover a cache in area 11 containing 845 gp, 230 sp, and a *spell scroll of skill empowerment*.

PART 3. HEART OF THE CITY

Estimated Duration: 80 minutes
The characters have now descended further into the city and have managed to make it into the central control section that lay in the center of Skyelinjeheim. They must now try to track down the Baron and Selise.

Several of his henchman, block their way, including Cade Tealeaf, a gith mercenary and his band, and the ancient defenses of the city itself.

Everything in this section of the adventure is sized for use by cloud giants and may pose a hindrance to the characters as they make their way to the flight controls of the ancient city.

At this point, however, the Baron and Selise are too far ahead of the characters and will be able to begin detaching the central fortress of the city and raising it back to the skies before the characters can reach them.

The final encounter of this section, with Cade and his mercenaries, will be heavily influenced by the results of the party's endeavors up to this point.

GENERAL FEATURES

The city controls section has the following general features.

Size. Everything is sized for giants, from stairs, to doors, corridors and furniture. Movement for medium sized creatures over objects designed for giants is considered difficult terrain.

Light. Magical light from wall sconces provides illumination throughout the area.

Smells and Sounds. The air is very stale. The whir of far off machinery can be heard.

Magical damper. Early in this section, due to actions of the Baron and Selise elsewhere regarding the magical flight systems of the city, the entire area will be blanketed in an effect that blocks teleportation magic.

ALL THE WAY DOWN
Almost as soon as the characters reach the bottom of the giant size staircase they descend from the caverns and ruins above, the ground shakes and a loud rumble is heard. A magical dampening field is now active.

No sooner have you reached the bottom of the stairs does the ground shake violently, and rumbling echoes all around you. A feeling of electricity fills the air, and the hair on the back of your neck stands on end.
Before you, you see a long, large hallway, clearly sized for creatures much bigger than yourself. In this distance you hear the faint whirring of something mechanical. You must be getting close to your quarry.

In another section of the ruins, the Baron has begun restoring the flight capabilities of the central

fortress section of the city. Although he cannot get the full city airborne again, this will nonetheless be a formidable weapon.

As a side effect of the magic needed to give flight to the city, the weave is warped in the general area, and teleportation magic will not function, instead returning the caster to the same location. Characters proficient in Arcana may make a DC 18 Intelligence (Arcana) check to detect this effect, otherwise there is no sign of it until a spell of that type is attempted.

This section of the city was integral to the controls of its flight. 30,000 years ago, a cloud giant wizard attempted to give the city not only flight, but the ability to teleport as well. This failed and ended in disaster.

Throughout the complex, there are illusory magic images that the giant used as a visual journal of her efforts. In rooms that state they contain Lore, a d4 can be rolled to impart lore from the table below, rerolling on duplicates.

Though there are die rolls associated with the table, it is suggested the lore provided below is given in order.

LORE TABLE	
d4	Found Lore
1	The illusory image of a female cloud giant appears, speaking, in Giant, "Skyelinjeheim is the crown ... our people. My ... the balance ... against the dragons."
2	The blurry image of a giant appears and then vanishes immediately. In Giant, a female voice says, "... fears ... pathetic. I will ... with or without their ..."
3	The blurry image of a giant appears and then vanishes immediately. In Giant, a female voice says, "... was wrong. ... magic is ... unstable ... control it ... evacuate the ... immediately!"
4	The image of the torso and above of what looks to be a severely wounded female cloud giant appears, fading in and out, speaking quietly in Giant, "I ... a fool ... so very wrong ... teleportation ... crashed ... the mountains. Thousands ... dead ... more injured ... doomed us. All Father forgive ..."

A map of this part of the city is provided in appendix "Lower Level Map". The numbers of the following sections refer to that map.

TRICKS OF THE TRADE

This is the heart of the ancient city, full of dangers and opportunities to mitigate them.

Bringing the fight to them. There are several potential combat encounters in this section. Keep an eye on the time.

Or don't. There are also several ways for clever characters to avoid, or at least make less dangerous, some of these fights.

Choices matter. It is possible for the final encounter of this section to be made extremely difficult or rather easy based on the choices the characters have made. Pull no punches, but allow the benefits as well

ENTRANCE HALLWAY

This long hallway proceeds east 100 feet before turning north and continuing another 150 feet, coming to a doorway to the west leading to area 3. The floor is covered in a blue and grey checkerboard tile pattern.

A door near the entrance leads north into area 2.

DART TRAP

Halfway through the second section of the hallway running north to south is a set of pressure plates connected to a dart wall trap in the east wall.

Characters along a 10 foot stretch of hallway in either direction from the plates must succeed on a DC 17 Dexterity saving throw or take 27 (11d4) poison damage from the darts.

Those struck must also succeed on a DC 14 Constitution saving throw or gain the poisoned condition for 1 hour.

The pressure plates and wall firing mechanisms may be detected with a DC 18 Wisdom (Perception) or Intelligence (Investigation) check and disabled with a DC 15 Dexterity (Thieves' Tools) check or the same check with disadvantage using an object wedged under the plates or into the wall.

2. SECURITY ROOM

This large rectangular room is 100 feet long and 30 feet across, with 30-foot ceilings. The eastern half of the room is completely caved in.

The northern wall is covered with console devices of some sort. In what is now the southeast corner, due to the collapse, is a raised, stone pad, circular and 15 feet across. The ceiling is covered in circular metal discs 10 feet across.

As soon as any non-giant creature enters the room, a set of red runes starts to glow on one of the northern consoles. The runes state, roughly, to "enter the symbols."

If the correct symbol sequence is not entered within 20 seconds, a stone door slams shut, sealing the room, and several metal discs on the ceiling open, dropping **clay golems** into the room that attack intruders.

SETTING UP THE ENCOUNTER

Very Weak

- **Clay Golem (2):** AC 14, 133 hp, Init -1

Weak & Average

- **Clay Golem (3):** AC 14, 133 hp, Init -1

Strong & Very Strong

- **Clay Golem (4):** AC 14, 133 hp, Init -1

CONTROL PANELS

The control panels in this room control the security systems in the city center, specifically the golems. Characters can learn the correct code to prevent the initial attack from one of the mercenaries in Area 3.

Characters can also learn the runic code to disable all golems in area 7.

DISPLAY PAD

If a character touches the stone pad in the southeast corner of the room, they may receive Lore from the Lore Table.

DEVELOPMENT

If the characters trigger the protective golems and then defeat them, the doors to the room will reopen, and the system will reset itself. If the room is exited and re-entered again later on, the system will again begin a countdown towards releasing additional golems.

3. MAKESHIFT BARRACKS

This room is 70 feet by 70 feet, being used as temporary barracks by the mercenaries working for the baron, under the command of Cade Tealeaf. Bunks and footlockers full of mundane equipment line the south and west walls of the space.

A door leads to a hallway, area 4, in the northwest corner, but it is currently shut and sealed. There is a panel, covered in runes. In the northeast corner stands a second, smaller console, next to a raised stone platform 15 feet across.

About a dozen mercenaries are currently in the room, all currently pounding on the door, or furiously working at the console. They are too distracted to see the characters enter unless they deliberately make their presence known.

Once they are noticed, a few mercenaries will draw weapons, but make no hostile action. One, a sergeant, will run up to the characters and beg for assistance. The players can learn the following from him:

- They are low level mercenaries in a company hired by a client they only know as "The Baron."
- Three of his men are trapped in the hallway in area 4, having set off a gas trap, and can be heard suffocating.

- He works for Cade Tealeaf, the owner of the company, and whoever pays him, but is only concerned with his men at the moment.

If the characters decide to help, have them roll initiative. The men trapped in the hallway will suffocate and die at the end of round 5.

GAS TRAP

A suffocating gas is steadily filling area 4, which has three mercenaries currently trapped inside.

The trap is controlled from the console on the northern side of the room. Three consecutive DC 14 Intelligence (Arcana) or (History) checks are required to work the console and shut the trap down and unlock the door. These checks may be made at advantage by characters who can understand the Giant language.

The stone door sealing the area has AC 10, 40 hit points, and a damage threshold of 15. If the door is destroyed, or otherwise bypassed or removed, the gas is released, and though it will continue to flow, the space is now too large to be affected.

If the characters manage to rescue the mercenaries, the sergeant will thank them, state that the pay is no longer worth the risk, and give them a code to disable the security console in area 2.

If the characters attempt to help, but fail, the trap will eventually be disarmed, and the bodies recovered. The sergeant will thank the characters for trying, state the pay is no longer worth the risk, and take his men, the bodies, and leave.

Should the characters attack them, the twelve mercenaries (plus three in area 4) use the **thug** stats from the *Monster Manual*, which are not reproduced here. They are easily able to tell they are no match for the characters, and will flee, cursing them, and doing their best to simply escape back into caverns above.

DISPLAY PAD

There is a second image display mechanism in this room, this time hooked up to the console next to it, which is malfunctioning. The console may be partially repaired with a DC 14 Intelligence (Arcana) or (History) check. This check may be performed with advantage by characters who understand the Giant language.

If it is repaired, the stone platform can give the players a piece of Lore from the Lore Table.

4. TRAPPED HALLWAY

This 35-foot-hallway connects areas 3 and 5. It contains a trap that seals the hallway and fills it with suffocating gas but is rendered inert by the characters in area 3.

5. DESTROYED LABORATORY

This 65 foot by 30 foot room is covered in destroyed equipment, toppled shelves, and broken stone tables covered in now illegible runes. A fine layer of dust covers almost everything in the room.

A locked, heavy wooden door lies along the southern wall, leading to area 6. The lock can be picked with a successful DC 20 Dexterity (Thieves' Tools) check or with the same check with disadvantage using some other implement.

The door has AC 10, 25 hit points, and a damage threshold of 8. Attempts to bash down the door alert the elementals in area 6 to intruders.

DISPLAY PAD

Along the western wall lies a stone platform like the ones seen in areas 2 and 3. It is currently covered by a massive stone bookcase that has toppled over.

The bookcase can be moved with a successful DC 17 Strength (Athletics) check. If the stone shelf is moved, the display may be activated by touching it. Doing so may provide the characters with Lore from the Lore Table.

6. GRAND HALL

A rectangular room measuring 110 feet by 70 feet, with a domed ceiling seeming painted like the night sky. A massive, rectangular stone conference table, which has been broken in half by falling debris.

Rotting, ancient tapestries line the walls in the southwest corner of the room, behind which are two secret doors, leading to area 7.

In the northeast corner, a sealed door leads to paths leading to the fortress section of the city, or the surface. A door on the southern wall leads to area 8.

The room contains **air elemental myrmidons**, who attack the characters as soon as they are aware of their presence. Combat in this room alerts any creatures in area 8, who will remain in that room and prepare.

SETTING UP THE ENCOUNTER

Very Weak

- **Air Elemental Myrmidon (3):** AC 18, 117 hp, Init +2

Weak & Average

- **Air Elemental Myrmidon (4):** AC 18, 117 hp, Init +2

Strong & Very Strong

- **Air Elemental Myrmidon (5):** AC 18, 117 hp, Init +2

SECRET DOORS

The two secret doors behind the tapestries lead to area 7. A slight gap along the floor beneath them can be spotted with a DC 25 Wisdom (Perception) check. Alternatively, a character specifically

checking behind the tapestries can discover them a DC 18 Intelligence (Investigation) check.

Once discovered, the doors may be opened with a DC 16 Dexterity (Thieves' Tools) check or the same check with disadvantage using some other implement, or with a DC 15 Strength (Athletics) check.

Both doors are visible from within area 7.

7. SAFE ROOM

This small, L-shaped room once served as a hidden safe room for senior staff in the city's control center. On the western wall is a set of partially destroyed tablets covered in runes.

One that is still intact contains the runic code to disable all golems in the area from the console in area 2. A DC 19 Intelligence (History or Arcana) check will let a character discover this. This check may be made with advantage by characters who understand Giant.

The long-desiccated remains of a female storm giant can be found within. A DC 14 Wisdom (Medicine) check can reveal numerous severely broken bones, and suggests the creature died of blunt force trauma and internal injuries.

On the ground next to the giant is a raised stone platform, like the ones seen before, but smaller. It can be activated by touch. If activated, it may provide Lore from the Lore Table.

TREASURE

The giant has a leather pouch, containing a ruby worth 500 gp, and 50 pp. It is wearing immaculate looking studded leather armor, which is in fact a set of +2 *studded leather armor*.

8. COMMAND AND CONTROL

This room is 50 feet by 50 feet, with a 35 foot ceiling, and no visible exits other than that which leads to area 6.

Along the southern edge of the room is a set of stairs leading to a stone ledge, with consoles behind it. Atop it stands a male gith, Cade Tealeaf (**githyanki gish**) flanked by two **air elemental myrmidons**.

SETTING UP THE ENCOUNTER

Very Weak & Weak

- **Cade Tealeaf**: AC 17, 123 hp, Init +2
- **Air Elemental Myrmidon**: AC 18, 117 hp, Init +2

Average & Strong

- **Cade Tealeaf**: AC 17, 123 hp, Init +2
- **Air Elemental Myrmidon (2)**: AC 18, 117 hp, Init +2

Very Strong

- **Cade Tealeaf**: AC 17, 123 hp, Init +2
- **Air Elemental Myrmidon (3)**: AC 18, 117 hp, Init +2

BUTTERFLY EFFECT

In addition to the setup above, the following items modify the encounter:

If, in part 1, only 0–2 structures were saved, additional forces of the Baron are available. Add an additional **air elemental myrmidon** to the encounter.

If, in part 2, one of the lizardfolk tribes was defeated, they send a **lizardfolk king** in retaliation. If both tribes were killed, add two **lizardfolk kings** to the encounter.

If, in part 3, the code to shut down all golems was not discovered and used, add one **clay golem** to the encounter.

If, in part 3, the characters attacked the mercenaries in area 3, a lieutenant in the mercenary company will be incensed and remain to fight the characters. Add one **warlock of the fiend** to the encounter.

If none of the previous apply, and the characters were able to save the trapped mercenaries in area 4, skip to the section titled "Just Rewards."

FINAL FIGHT

Assuming the categories listed above did not direct the DM to "Just Rewards," Cade will direct his forces to stop the characters and attack. If several of the above conditions were met, he will taunt them for making so many enemies in a short period of time before doing so.

Cade is a soldier of fortune, and a githyanki exile, and has only survived by being pragmatic to a fault. If he is reduced to half health or below, Cade and any remaining mercenary forces will yield, disengage, or otherwise remove themselves from the fight.

Any forces of the Baron or city defenses (myrmidons, golems) will fight to the death. Should any attack Cade after he has yielded, he will actively join the fight against them.

JUST REWARDS

It is possible that through their actions the characters performed exceptionally well, saving most of the town, making peace between the lizardfolk tribes, saving the trapped mercenaries, and disabling the golem security systems.

In this scenario, the pragmatic Cade will see clearly which way the wind is blowing and betray the Baron's forces. He will comment on the effectiveness and cleverness of the party, before whistling sharply, signaling to two invisible mercenaries to become visible as they assassinate any elementals present.

DEVELOPMENT

Once the fight is over, the situation may unfold in a few ways. If Cade survived or betrayed the baron, he will compliment the party, and tell them to look him up if they are ever interested in mercenary work.

The characters can learn the following from Cade:

- He was initially hired by a woman named Selise, and only met the Baron after the fact
- The Baron was hoping to raise the whole city but cannot. Instead he is going to try and raise the fortress section that sat at the center of the city
- He believes Selise to be under some sort of magical control and was concerned the Baron might do the same to him.

Once the characters have spoken to Cade for a moment or so, the whole area rumbles loudly and starts to violently shudder. Cade will comment that it is too late—the Baron must have activated the fortress' flight systems—and turns, activating a button on one of the consoles in area 8.

He tells the party that this has opened a passage in the northeast corner of area 6, and from there they can either go east after the Baron before the fortress takes off, or west, back to the surface. He then gathers any remaining forces and will go the opposite way of whichever way the characters go.

If Cade is killed during the fight, the rumbling happens immediately after the last enemy is killed. As the party egresses, when they enter area 6, the wall in the northeast corner collapses, revealing the passage.

The only indication they will have of whether to go east or west is the faint hint of fresh air coming from the western passage (which leads to the surface).

TREASURE

If the party did not discover the treasure in area 7, they can be given the *+2 studded leather armor* by Cade, or retrieve it from his corpse. **Only one set of the armor may be given.**

PART 4. FASTER, MUST GO FASTER

Estimated Duration: 20 minutes

Despite the party's best efforts, the baron has succeeded in restoring flight to a cloud giant flying fortress and is taking off. This has triggered a massive collapse of the ruins as the fortress separates itself from the ancient city and the mountain on top of it.

Characters have either chosen to pursue the baron to the fortress, or escape to the surface. Both choices yield the same functional escape path for this section.

GENERAL FEATURES

The escape tunnel has the following general features.

Size. The tunnels are not as large as the rest of the ruins, but still sized for giants. They are at all points between 10–15 feet wide, with 35-foot ceilings.

Light. Magical light from wall sconces provides illumination throughout the area but may flicker and fail from time to time.

Sounds. The rumbling and shaking grow more intense with each passing moment

Magical damper. The restriction on teleportation spells from the previous section is still in effect until a predetermined point in the escape.

DON'T LOOK BACK.

As soon as the characters choose which tunnel they are taking, this encounter begins.

The ruins are collapsing all around you. With only one way out, it's now or never. You can't stop until you've made it out of here!

Have the characters roll for initiative. They will remain in the initiative order for the remainder of the encounter. If the characters discovered all ten pieces of Lore from parts 2 and 3, the initiative roll may be made with advantage.

COLLAPSING TUNNEL

The following information governs the collapsing tunnel and escape. The path for the escape is contained in appendix "Escape the Collapse". The following information changes based on the characters' actions during the adventure.

The Ruins Are the Enemy. The ruins are collapsing and are a constant threat to crush the characters if they do not keep moving. The ruins act on initiative count 5, and on each of its turns it collapses the furthest space from the end of the tunnel. When the first character enters space 5 on the tracker in appendix "Escape the Collapse," the ruins will act on initiative counts 5 and 10.

The magical dampening field generated by the power systems in the control room of the city will prevent the casting of any teleportation magic or effects until the first character enters space 6 on the tracker in appendix "Escape the Collapse." This represents getting far enough away from the field for it to have no effect, but there is no outward indication of this, or the fact that teleportation effects may now work, without trying to do so.

Character Actions. The characters may perform the following actions on their turns:

Move. The character moves one space in either direction.

Dash. The character moves two spaces in either direction. This may only be performed twice per character.

Act. Take a situationally appropriate action.

Aid. Take the aid action to assist another character.

Cast or Use Ability. The character attempts to cast a spell, use a class ability, or use a magical item. Due to the chaotic, stressful, and dangerous situation, casting any spell requires a successful DC 13 Constitution saving throw, otherwise the spell slot is expended but the spell fails.

Too Slow. Any living character in a space when a collapse occurs must make a DC 15 Dexterity saving throw, taking 39 (6d12) bludgeoning damage on a failed save, or half as much damage on a successful one. They are then moved one space forward by the force of the collapse.

Complications. After each character's turn, that player rolls a d20 and consults the following table. This complication affects the next character in the initiative order, before they take their action.

d20	Complication
0–10	No effect
11–13	Rubble blocks the path. The character must succeed on a DC 15 Dexterity saving throw or be unable perform any action but the Move action.
14–16	Arrive at an intersection, and the way forward is not clear. The character must succeed on a DC 15 Intelligence check or be unable to take the Move or Dash actions.
17–19	A crumbling pillar falls towards the character, who must succeed on a DC 15 Strength saving throw or be unable to act until another character uses the Aid action to free them.
20	Dust and debris from the collapse is blinding. The character must succeed on a DC 15 Wisdom check or head in the wrong direction, moving back one space and losing their action.

DEVELOPMENT

Any characters who make it to the exit find themselves escaping the ruins by the slimmest margin as they collapse, either onto the cloud giant fortress as it now takes off, or back to the surface near the mountains.

Any characters who perish during the escape are crushed under the weight of the entire ruins and mountain as it comes down around them. **Their bodies are not able to be retrieved.**

CONCLUSION

Estimated Duration: 5 minutes

While the baron has at least partially succeeded, the characters are able to gather a good deal of information, damaged his operations, and may have even been able to surreptitiously board his newly raised floating fortress.

Depending on which path the characters took, they may be able to report back to the various factions, and move on to other missions, or continue their pursuit of the baron, either by finding a way onto the floating castle, or because they have been there since it took off.

If the characters escaped back to the surface, they are found by other explorers and townsfolk, including Jeremiah Treewhistle, who was freed from captivity during the collapse by one of the Baron's mercenaries.

Should the characters pursue the Baron onto the flying fortress, the module ends with them in a ruined section of the flying castle, lifting off into a clear night sky.

REWARDS

Make sure 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 are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Air Elemental Myrmidon	2,900
Clay Golem	5,000
Githyanki Gish	5,900
Warlock of the Fiend	2,900

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
All Part 2 Lore Found	2,000
All Part 3 Lore Found	2,000

The **minimum** total award for each character participating in this adventure is **10,125 experience points**.

The **maximum** total award for each character participating in this adventure is **13,500 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Assorted Gems	250
Ruby	500
Coinage	1,350

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 according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

STUDDERED LEATHER ARMOR, +2

Armor, very rare

This set of sky blue magical studded leather armor once belonged to a cloud giant resident of Skyelinjeheim. It resizes to fit its wearer, and images of translucent white clouds drift slowly across the armor constantly.

This item can be found in **Player Handout 3**.

POTION OF INVISIBILITY

Potion, very rare

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF SKILL EMPOWERMENT

Scroll, rare

This item can be found in the *Dungeon Master's Guide*. The *skill empowerment* spell can be found in *Xanathar's Guide to Everything*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story awards:

If the characters found all Lore and performed the requirements to avoid the final fight with Cade, they receive the following Story Award:

Just Rewards. You have handled the exploration of the ruins and the pursuit of the baron and Selise with delicacy, ingenuity, and care. This may have a benefit in a future adventure.

If the characters managed to trigger every addition to the fight with Cade, they receive the following Story Award.

Relentless. Nothing could stand in your way from staying on the trail of The Baron and Selise, and everything that tried to surely regrets it. This may have a benefit in a future adventure.

More information can be found in **Player Handout 2**.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Jeremiah Treewhistle (jer-i-MY-ah tree-hwis-el).

A gnomish informant who has been investigating the rumors of the Baron and his lieutenants being in Hulburg.

Abigail and Char Teshwave (ab-ih-GALE and CHARE tesh-WAVE). Mysterious warlock siblings looking for their older sister, Selise.

Cade Tealeaf (KADE tee-LEAF). Githyanki exile and mercenary working on behalf of Baron Rajiram to take control of the ruins of the flying cloud giant city.

Sirthao (Ser-THOU). Chieftain of the Perresnap tribe of lizardfolk, looking to establish his clan in the ruins.

Tross (TR-oss). Chieftain of the upstart Ruloth tribe of lizardfolk, who wishes his people to move father away from civilization.

APPENDIX. MONSTER/NPC STATISTICS

AIR ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran, one language of its creator's choice

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes three flail attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. On a hit, the target takes an extra 18 (4d8) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Source: *Mordenkainen's Tome of Foes*

CLAY GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains several hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

GITHYANKI GISH

Medium humanoid (gith), lawful evil

Armor Class 17 (half plate)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Con +6, Int +7, Wis +6

Skills Insight +6, Perception +6, Stealth +6

Senses passive Perception 16

Languages Gith

Challenge 10 (5,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

1/day each: *plane shift*, *telekinesis*

Spellcasting. The githyanki is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The githyanki has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *message*, *true strike*

1st level (4 slots): *expeditious retreat*, *magic missile*, *sleep*, *thunderwave*

2nd level (3 slots): *blur*, *invisibility*, *levitate*

3rd level (3 slots): *counterspell*, *fireball*, *haste*

4th level (2 slots): *dimension door*

War Magic. When the githyanki uses its action to cast a spell, it can make one weapon attack as a bonus action.

ACTIONS

Multiattack. The githyanki makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) psychic damage.

Source: *Mordenkainen's Tome of Foes*

LIZARD KING/QUEEN

Medium humanoid (lizardfolk), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Skills Perception +4, Stealth +5, Survival +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Draconic

Challenge 4 (1,100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

ACTIONS

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

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

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

Trident. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

WARLOCK OF THE FIEND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages any two languages (usually Abyssal or Infernal)

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self*, false life, *levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *feeblemind*, *finger of death*, *plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st–5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

ACTIONS

Mace. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Source: *Volo's Guide to Monsters*

APPENDIX. ENCOUNTER SETUP

TENT TOWN SHOWDOWN

VERY WEAK & WEAK PARTY STRENGTH (11,600 XP)

- **Air Elemental Myrmidon (2):** AC 18, 180 hp, Init +2
- **Warlock of the Fiend (2):** AC 12 (15 *mage armor*), 120 hp, Init +2

AVERAGE & STRONG PARTY STRENGTH (14,500 XP)

- **Air Elemental Myrmidon (3):** AC 18, 180 hp, Init +2
- **Warlock of the Fiend (2):** AC 12 (15 *mage armor*), 120 hp, Init +2

VERY STRONG PARTY STRENGTH (17,400 XP)

- **Air Elemental Myrmidon (3):** AC 18, 180 hp, Init +2
- **Warlock of the Fiend (3):** AC 12 (15 *mage armor*), 120 hp, Init +2

SECURITY ROOM

VERY WEAK PARTY STRENGTH (10,000 XP)

- **Clay Golem (2):** AC 14, 133 hp, Init –1

WEAK & AVERAGE PARTY STRENGTH (15,000 XP)

- **Clay Golem (3):** AC 14, 133 hp, Init –1

STRONG & VERY STRONG PARTY STRENGTH (20,000 XP)

- **Clay Golem (4):** AC 14, 133 hp, Init –1

GRAND HALL

VERY WEAK PARTY STRENGTH (8,700 XP)

- **Air Elemental Myrmidon (3):** AC 18, 117 hp, Init +2

WEAK & AVERAGE PARTY STRENGTH (11,600 XP)

- **Air Elemental Myrmidon (4):** AC 18, 117 hp, Init +2

STRONG & VERY STRONG PARTY STRENGTH (14,500 XP)

- **Air Elemental Myrmidon (5):** AC 18, 117 hp, Init +2

COMMAND AND CONTROL

See part 3, area 8, for additional guidance on creatures present in this encounter.

VERY WEAK & WEAK PARTY STRENGTH (8,800 XP)

- **Cade Tealeaf (Githyanki Gish):** AC 17, 123 hp, Init +2
- **Air Elemental Myrmidon:** AC 18, 117 hp, Init +2

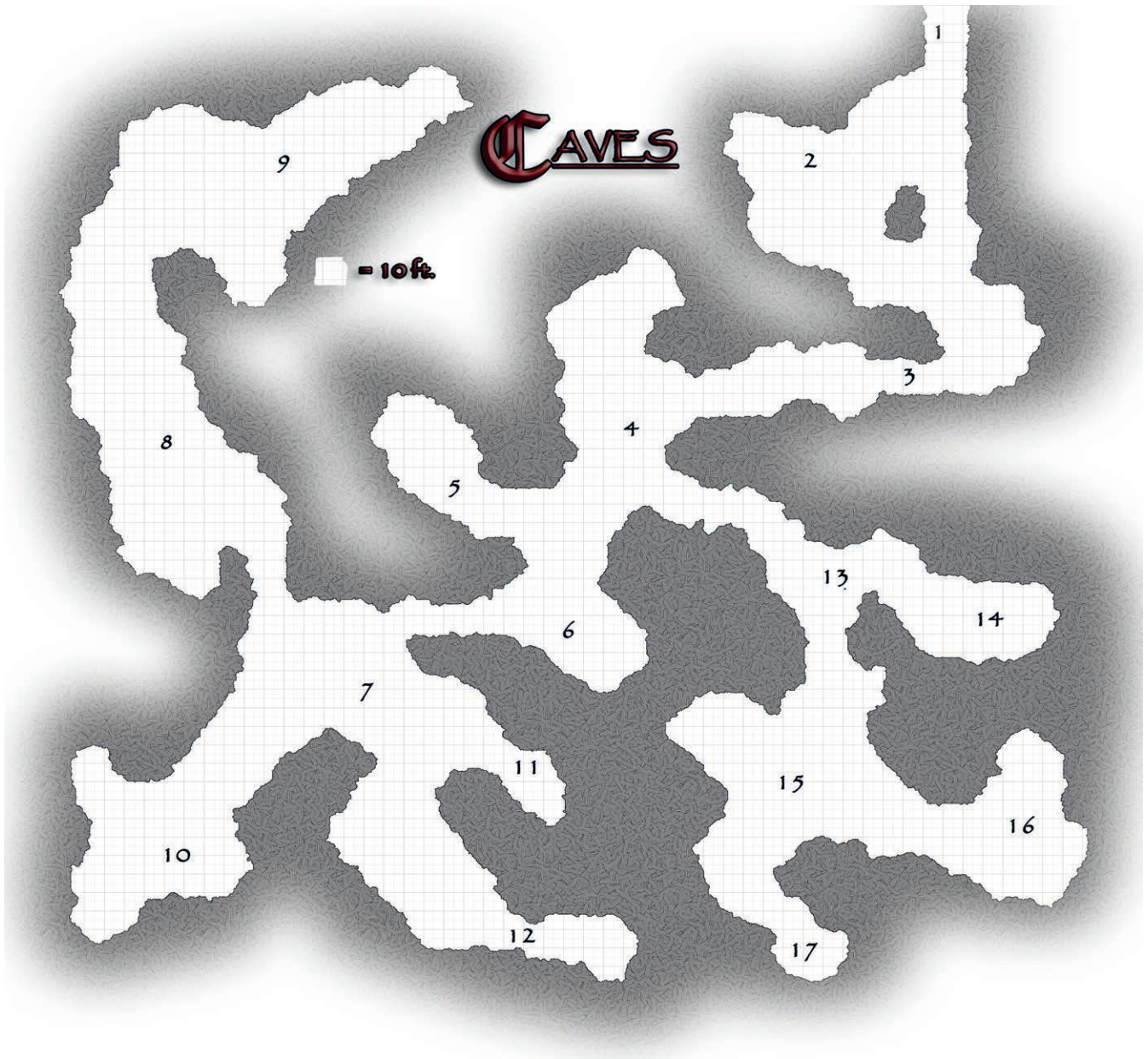
AVERAGE & STRONG PARTY STRENGTH (11,700 XP)

- **Cade Tealeaf (Githyanki Gish):** AC 17, 123 hp, Init +2
- **Air Elemental Myrmidon (2):** AC 18, 117 hp, Init +2

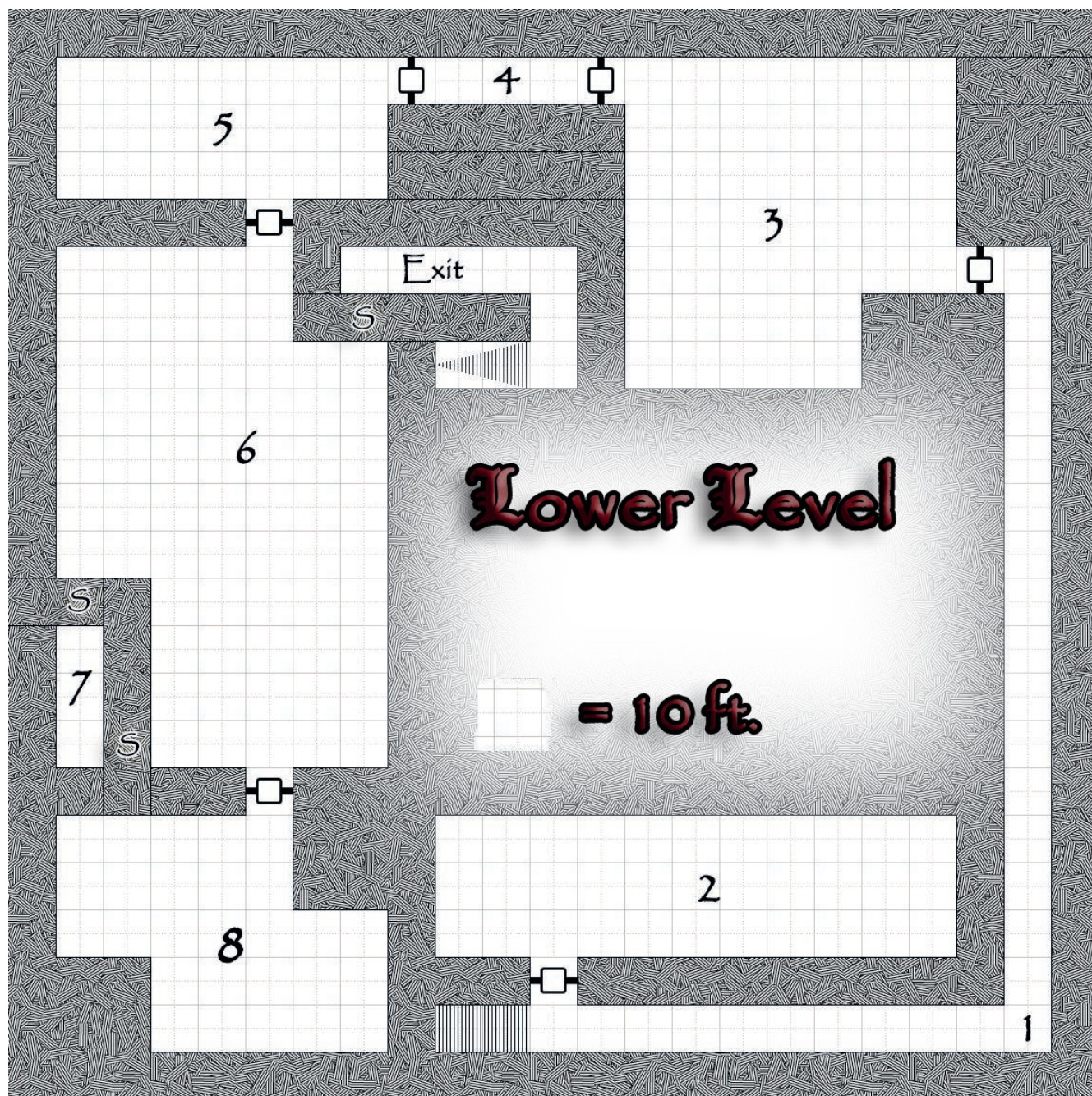
VERY STRONG PARTY STRENGTH (14,600 XP)

- **Cade Tealeaf (Githyanki Gish):** AC 17, 123 hp, Init +2
- **Air Elemental Myrmidon (3):** AC 18, 117 hp, Init +2

APPENDIX. CAVES MAP



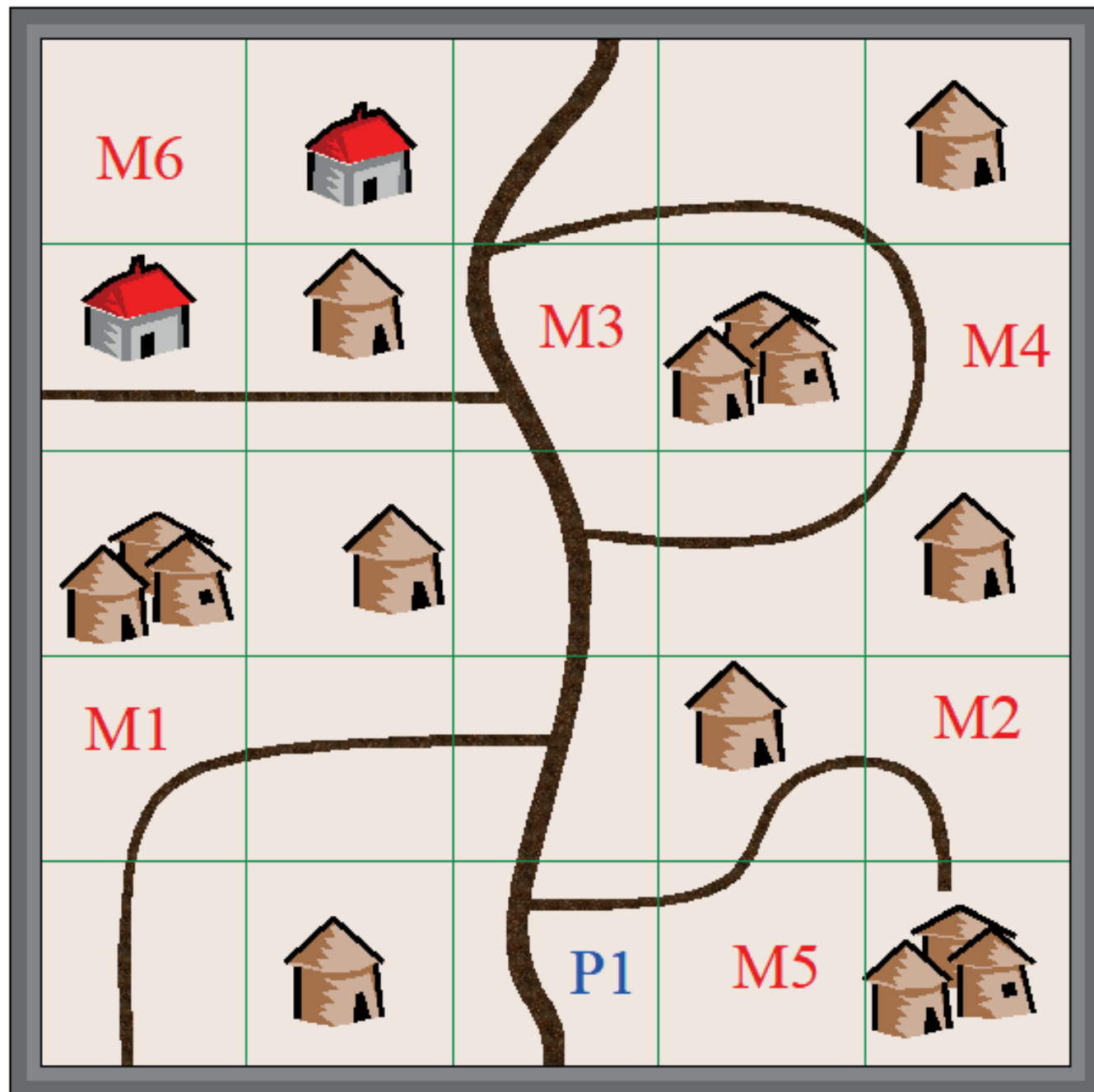
APPENDIX. LOWER LEVEL MAP



APPENDIX. ESCAPE THE COLLAPSE

			EXIT				
7							
6							
5							
4							
3							
2							
1							
Players Start	Dash□□	Dash□□	Dash□□	Dash□□	Dash□□	Dash□□	Dash□□

PLAYER HANDOUT 1. DUSTO MAP



PLAYER HANDOUT 2. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STORY AWARD

Just Rewards. You have handled the exploration of the ruins and the pursuit of the baron and Selise with delicacy, ingenuity, and care. This may have a benefit in a future adventure.

STORY AWARD

Relentless. Nothing could stand in your way from staying on the trail of The Baron and Selise, and everything that tried to surely regrets it. This may have a benefit in a future adventure.

PLAYER HANDOUT 3. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

STUDDED LEATHER ARMOR, +2

Armor (light), very rare

You have a +2 bonus to AC while wearing this armor.

This set of sky blue magical studded leather armor once belonged to a cloud giant resident of Skyelinjeheim. It resizes to fit its wearer, and images of translucent white clouds drift slowly across the armor constantly.

This item can be found in the *Dungeon Masters Guide*.