

DUNGEON VAULT MAGAZINE

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10 ORIGINAL ADVENTURES
HIGH RESOLUTION MAPS
VTT - ROLL20 MAPS

THE BEST CONTENT FOR THE BEST GMs



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THE URN OF DARKNESS

The smoke coming from the well is dense and smells of sulfur and death. It has killed all nature around it. You should find a way to protect your noses.

Forest Keeper

Delve Level 4 (1,500XP)

2 swarm of quippers

4 shadows

6 zombies

2 ghouls

SETUP

SOME THINGS ARE best forgotten and left alone. Dangerous objects that bring forth chaos and destruction are better off lost or forgotten in faraway, unknown locations. But sooner or later, these coveted artifacts end up resurfacing once more. Either by mere coincidence or because someone spent enough time and resources to get it and came in possession of such an object.

This adventure tells the story of the Urn of Darkness, an ancient, ebony, arcane container. This urn has the power to bring the deceased back to life as rabid undead. No one knows how old the artifact is. But it is said that it was crafted by demons. Monsters that employed arcane pottery to reshape ebony-black clay from the abyss and mixed it with demonic steel. They shaped an urn, decorated with intricate mithral and silver details. Eons ago, the demons managed to place their foul creation in the Material Plane. It was only a matter of time. A weak-minded individual would fall for the urn's silent whispers... A hundred demons' voices speak through it.

SOME DECADES AGO

THE URN HAS been in the Material Plane for hundreds of years. It has had plenty of owners. And all of them have tried to please the voices that come from the urn. They all worked like mad to create a way to connect this world to the demons' plane. But none of them succeeded. Strong divine agents stopped them. Good-hearted adventurers tracked their activities and took care of them. Or they simply did not have the brains or the wits to go through with the demons' plan. Inevitably, they failed.

Fifty years ago, a paladin and his followers stopped the last urn's owner. Unable to destroy the ewer, and fearing falling for its deceitful whispers, the adventurers hid the urn in a long-forgotten crypt and placed protective spells. They hoped no one would find it. They thought wrong...

THE WILL OF THE URN

WITHOUT A USER, the urn's power is diminished. It needs a puppet to do its bidding. Many years have passed and the demonic voices grow restless. The arcane incantations within the urn evolve and find ways to bend the Material Plane's fabric. In an unexpected turn of events, the Urn of Darkness has released a white fine mist.

This phenomenon started two weeks ago. It was reported in Galifar Town when some witnesses reported that Gali Forest was dying. They were not wrong; the mist of death obliterated all life within 200 feet of the crypt.

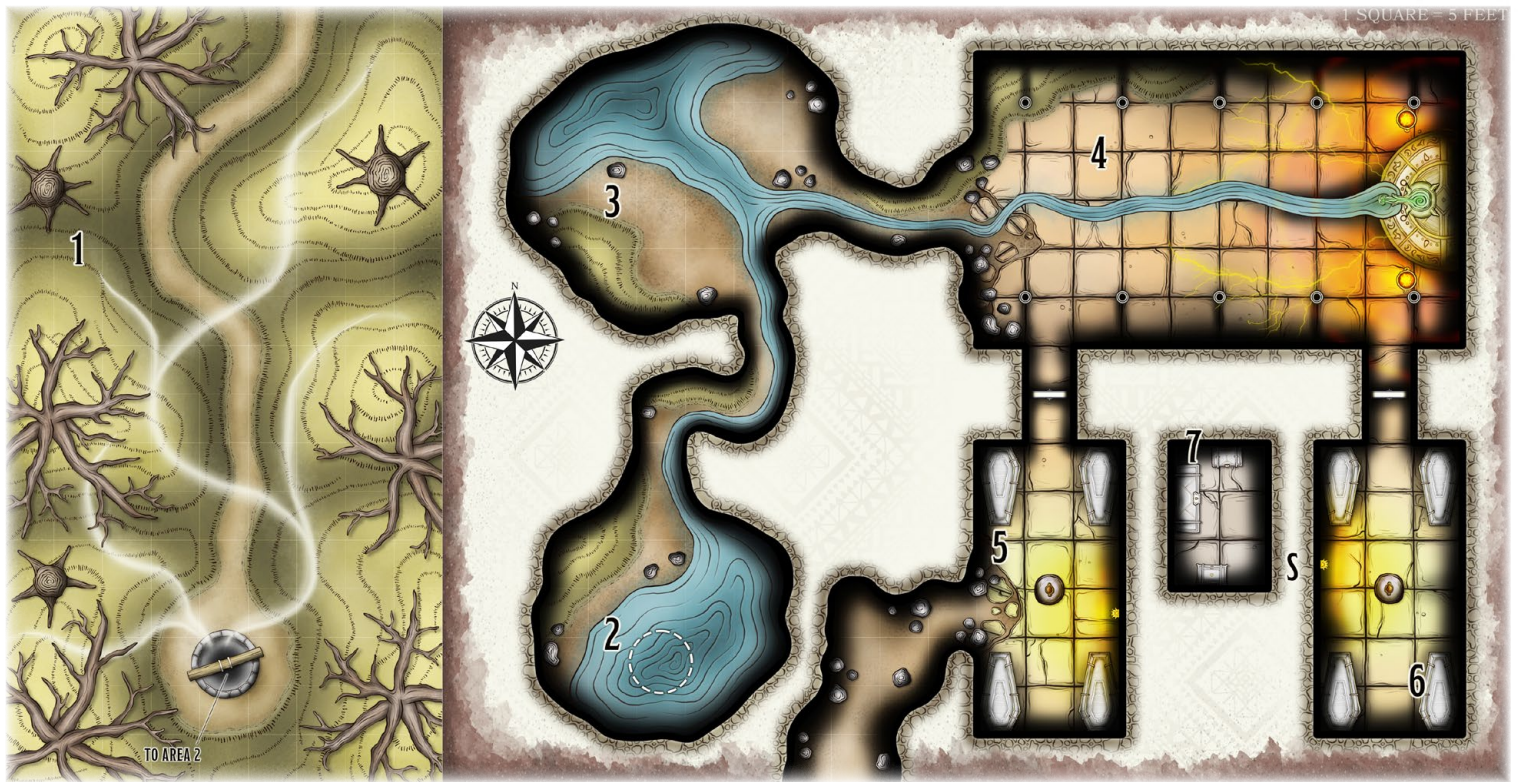
ADVENTURE HOOK

THE AUTHORITIES FROM Galifar Town do not have men to spare to send to investigate. They offer 2,000 gp to brave mercenaries for finding the source of the mist in Gali Forest and making sure it is stopped for good.

1. ROAD TO THE WELL

The adventurers travel a few hours in the woods before reaching the affected area. People cannot use the water since it was polluted too. Likewise, the heroes might suffer consequences (See **Features of the Dungeon**).





2. BOTTOM OF THE WELL

The adventurers must find a way to climb down the well and descend 60 feet. However, the water does not look welcoming at all. Failing a DC 12 Strength check to jump away from the water (see map) causes a creature to fall into the pond and become completely soaked.

Polluted Water. The water's thick and viscous consistency makes it disgusting. The smell is bad but tolerable. Getting soaked in this substance is a test to anyone's bowels (DC 12 Constitution not to throw up). Additionally, an evolved, vicious kind of fish lives here. Two **swarms of quippers** attack anyone who falls into the water.

3. WET CAVERN

The foul water goes into the east tunnel as well. It opens into a larger cavern. The water accumulates by the north wall and forms a pool. However, an abnormal stream of water goes east and enters a chamber (area 4).

A *detect magic* spell reveals powerful arcane energy coming from that direction. The water defies gravity and continues its way upward and into the dark container. In turn, the urn releases dark smoke back into the water. This combination is what causes the mist of death.

4. THE URN OF DARKNESS

Strings of lightning cut the air as if the energy contained within the urn looked for a way to escape. Ethereal figures coalesce from the thick mist...

Four **shadows** materialize and attack the characters before they can search the room. They may deal with the urn after combat (See **Features of the Dungeon**).

5. WEST CRYPT

The dead within both crypts were also affected by the urn's power. Once the battle begins in area 4, four **zombies** emerge from their stone enclosures and join the battle at the start of the second round of battle.

Recent cave-ins destroyed a section of this crypt's wall. The south tunnel leads to a closed cavern, a dead end.

6. EAST CRYPT

Two **ghouls** and two **zombies** behave in the same way as their comrades in area 5. But they arrive until the start of the third combat round. All enemies fight until slain.

7. VAULT

There is a hidden switch behind one of the sarcophagi (DC 14 Investigation). The wall slides sideways and reveals a narrow passage to the hidden vault. There are 2,431 gp in assorted silver and gold coins, a +1 *dagger*, and four random level 1 and 2 wizard *spell scrolls*.

FEATURES OF THE DUNGEON

Mist. Inhaling it causes 1 level of exhaustion (DC 13 Con). Repeat this save each hour. A successful save does not remove any levels of exhaustion previously gained.

Urn. The demons' voices can whisper to the mind of any creature within line of sight. Once combat starts, the urn attempts to *dominate* one of the characters (DC 13 Wisdom) each turn. The duration of this spell is 8 hours, not 1 minute. It can control one person at a time. The characters are free to flee, fight the urn, attempt to destroy it, or try to bury it again. Will they succeed?

THE RAVEN MIRRORS OF TRUTH

The mirrors hold great power and knowledge. But the truth they tell comes with a price. One must prove their worth to the arcane mirrors.

Wise Researcher

Delve Level 4 (2,425 XP)

2 thugs
5 bandits
6 goblins
4 mirrored reflections

SETUP

This adventure delve is meant to be used as a test or challenge for the adventurers. The Raven Mirrors of Truth are found in a demiplane. A small universe contained by arcane laws and magic. Little is known about the creation of this place despite decades of meticulous work by scholars, researchers, and historians.

But their research has not been a total failure. For instance, they know the Material Plane holds planar doors. Portals that connect this world to the small universe where the mirrors are kept. Alas, these entrances are one-way paths. All those who visit the Raven Mirrors of Truth must find their way to the center and overcome a test of bravery and might. Those who prove their worth are free to go and learn something. A part of the truth.

BACKGROUND LORE

THE STORY ABOUT the mirrors' creation goes back hundreds of centuries. The gods crafted the pocket universe to determine, via an impartial judge, who amongst them was the most beautiful, the strongest, or the most generous. The mirrors were used to discern the truth from the lies when consulted. But this was back then...

But, of course, proud, arrogant deities claimed the mirrors were rigged when the answers did not please them. Others accused their kin of messing with the mirrors' magic in their favor. Alas, the gods realized the mirrors caused more arguments than resolutions. They soon abandoned all hope of learning the truth from their creation and forsook it. And yet, the mirrors stand.

The four identical mirrors have intricate, detailed, ebony bases. Golden strings cover their edges forming beautiful frames. All of them bathe the ancient rune pattern at the dais's center with warm turquoise light. Their magic, however, has dangerously changed after so much time.

ADVENTURE HOOK

THE HEROES LEARN the location of a portal that takes them to the Raven Mirrors of Truth and travel from there. They know that by overcoming the mirrors' test in the pocket demiplane, they learn crucial information that shall help them on their main quest (see **Development**).

History Check

DC 14: *Traveling to an artificial plane created by powerful arcane or divine entities is a dangerous task. The laws of physics and magic work differently there. Magic in particular tends to be more chaotic and unpredictable.*

DC 16: *The Raven Mirrors of Truth are located in an artificial plane. One must move fast, find the demiplane's center, and pass the test to obtain the reward.*

1. ENTRY POINTS

The characters appear here after taking the portal. The GM is free to decide if the heroes are together on either marked spot (see map) or split the party into two teams.

2. ECHOES FROM THE PAST

The air blows and the fabrics of this world shift. The characters are attacked by enemies from their past. Two **thugs** and five **bandits** coalesce and attack them. The enemies have faces that the heroes recognize.

3. ASTRAL GOBLINS

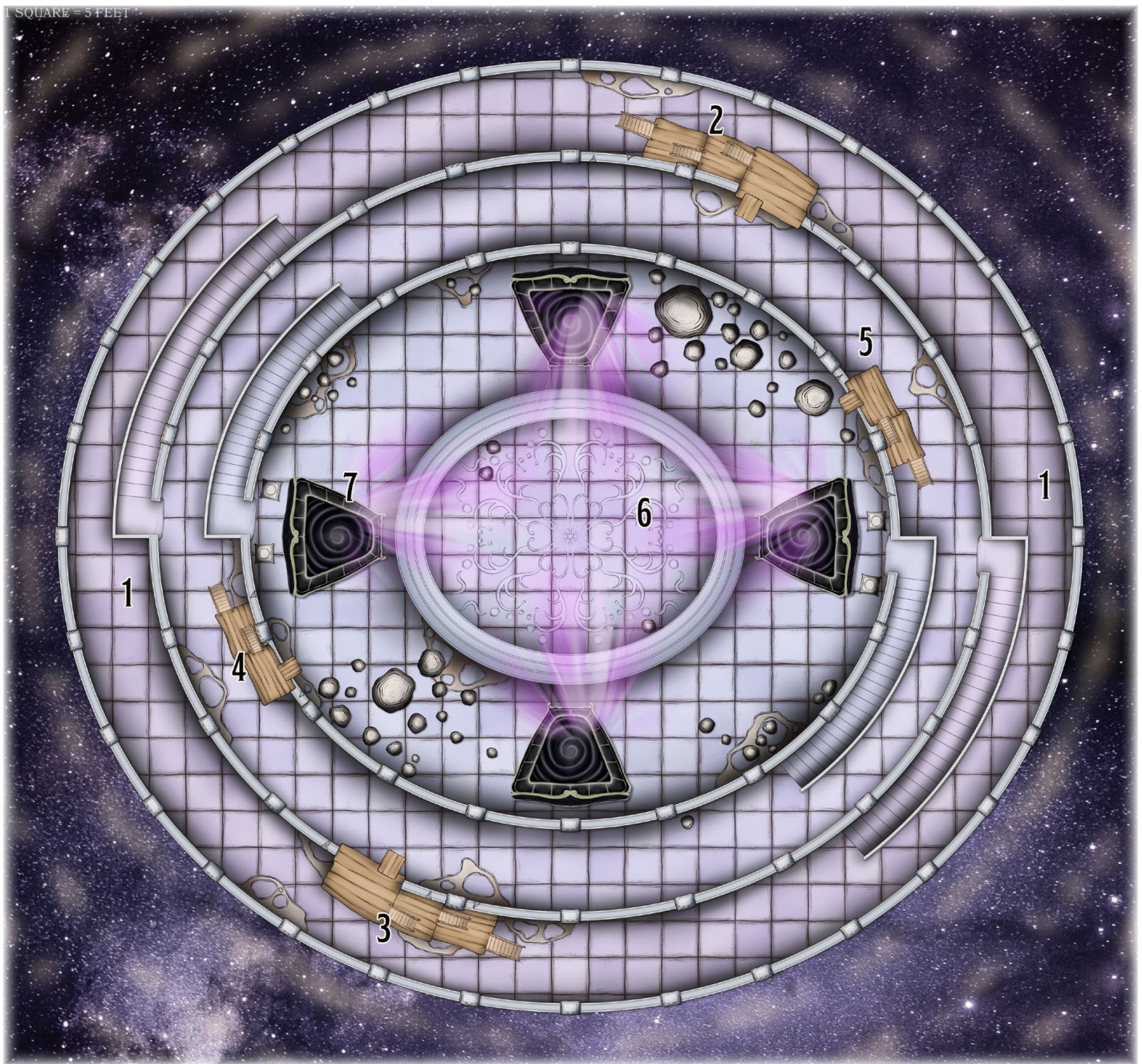
The wooden platforms and stairs are built by astral goblins. They are denizens of the Astral Sea. The only thing that differentiates them from their regular counterpart is that they Blink, which makes them harder to hit. A squad of six astral **goblins** attacks the characters.

4. SANDS OF TIME

When the characters pass through here, sand and dust on the floor hover and form ethereal shapes in the air. It portrays a scene of something the characters witnessed not so long ago. Perhaps the death of a friend. The loss of a valued possession. Something sorrowful.

5. FRIENDS WE MADE ALONG THE WAY

The characters see for a brief moment the faces of the people they know or love drawn in the stars. They smile and nod with determination before vanishing.



6. CENTER

The characters must step on the central dais to overcome the mirrors' test and learn an absolute truth (see **Development**). A magic-user recognizes the symbol at the center as the flower of life (DC 14 Arcana/History).

7. RAVEN MIRRORS OF TRUTH

The mirrors react to any living creature that stands on the dais. They challenge such individuals with a reflection of themselves. Their fears, anger, and chaos materialized into one physical, mirrored image. Melee combatants fight a **veteran**, rogues or monks face **scouts**. In the same way, clerics or magic users fight **priests** or **cult fanatics**. Regardless of the statblocks, the characters fight identical, mirrored versions of themselves with neutral expressions. The ultimate test of resolve.

DEVELOPMENT

THE CHARACTERS REACH the end of this adventure and face the consequences of their success or failure.

Consequences. The heroes overcome the test and defeat their mirrored reflections. The mirrors reveal one absolute truth. They learn about a “friend” who has planned how to betray them. They are informed of a future conflict with foreign invaders. Or they discover that the king is a demon in disguise. All this through detailed, intricate visions on the four mirrors. The characters are free to take the portal back home at the center. The GM should adjust this vision to the campaign. If the characters fail this test, the mirrors teleport them to different locations in the Material Plane. Separating a group that, perhaps, should have never been together.

THE FIGURINES OF POWER

Beware of your greed and desires for richness and wealth. They can lead you into your untimely demise. Practice patience, resolve, and understanding.

Old Dwarvish Adage

Delve Level 9 (14,400 XP)

4 earth elementals

4 wraiths

SETUP

DWARVISH TREASURE HOARDS are legendary. Countless myths and tales tell stories of abandoned or hidden hoards where rich dwarvish clans buried their hard-earned riches to avoid other clans from appropriating them. These vaults feature protective measures, enchantments, and traps that rival those of dragons and powerful wizards. Many are the stories of hapless adventurers who tried to retrieve the valuable legacy of a long-lost dwarf clan. They often lose their lives fighting the mighty tomb guardians or falling prey to merciless traps.

MUTABLE DARKSTEEL

THREE HUNDRED YEARS ago, a reputable dwarvish clan, the Tinvalliks, wielded great power among the clans under the Great Red Mountain. They were smiths, miners, and jewelers by trade. Their creations of exquisite craftsmanship are coveted among collectors and museums to this day. They possessed a skill that was passed down from father to son that no other clan has been able to replicate ever since. The blacksmiths found a way to smelt steel and obsidian into a strange alloy with magical properties. They called it darksteel. The material was flexible, resistant, and twice as heavy as common steel. But it could be enchanted by the Tinvallik smiths to change shapes and move by itself in response to a command word. Such ability was priceless and led to the manufacture of incredible, futuristic trinkets and tools.

The simplest were shape-shifting jewelry and room decorations. The most impressive were blades that changed shape after piercing flesh, metal bridges that could retract to one side, and other specialized tools. The Tinvalliks' monopoly over the darksteel caused unending strife and envy among other dwarf clans. They tried all kinds of ruses and attacks to cause the Tinvalliks to reveal their secrets but with no success. There was a revolt under the Great Red Mountain that caused the deaths of most Tinvalliks, the few survivors buried their relatives in a hidden crypt and stored their secrets there.

THE TINVALLIKS' CRYPT

THE CRYPT IS located hundreds of feet below the Great Red Mountain in an inaccessible location, surrounded by half a mile of rock and soil. The only way to enter the crypt is by using teleportation magic and knowing the rune sequence of the circle of teleportation there. The forsaken tomb has not been visited in centuries.

ADVENTURE HOOK

THE CHARACTERS ACQUIRE a mysterious rune sequence for teleportation from a dragon's treasure hoard or among the treasure of a dwarvish dungeon. Upon inspection, the runes belong to the Tinvalliks, which was a wealthy family centuries ago before they were uprooted from the Great Red Mountain. Dwarvish characters may have heard legends of the Tinvalliks' missing treasures.

1. CIRCLE OF TELEPORTATION

Using *circle of teleportation* allows the characters to reach this chamber. The bookcases by the walls contain the smelting secrets of the Tinvallik family and crafting techniques used to create all kinds of mutable objects. The strongest were *figurines of wondrous power*.

2. DARKSTEEL ALTAR

A stylized, dwarf-like, darksteel statue stands on a granite dais. It moves, quasi-living, and bows with respect. The two standing coffins contain the remains of two eternal guardians. However, the magic that enchanted them failed decades ago. The guardians do not wake.

Pitfall Trap. Standing in the marked square (see map) triggers the trap. The floor opens to a 90-foot-deep shaft with spikes at its bottom. Creatures that fall take 15d6 piercing damage (DC 18 Dexterity / half).

Treasure. The darksteel statue is a luxurious item and a family heirloom. It weighs two tons due to its darksteel construction and has a value of 7,800 gp.

3. THE WHEEL VALVES

Operating the valves in each chamber (see map) is required to access area 7. However, upon using each valve, poisonous, turquoise gas is released. Each creature within 10 feet of the valve takes 8d6 poison damage after breathing it (DC 17 Constitution / half).

4. SECRET VAULT

The last Tinvallik survivors stored varied treasures in this vault. There is a letter written for a Tinvallik clan member that bequeathes everything in the vault and area 7 to them, should they visit the crypt in the future.

Treasure. The chests contain 2,600 gp, 17,500 sp, a diamond-engraved belt (980 gp), two *potions of superior healing*, a +2 *dagger*, a +2 *shield*, and ten darksteel ingots that can be fashioned into other items (500 gp each).

5. FAKE TREASURE CHEST

The plain, stone chest is devoid of treasure. It contains a complex device that shoots a jet of gas that ignites upon contact with air. Lifting the lid causes the device to activate and shoot a 15-foot-long fire jet. Creatures standing in its path take 8d6 fire damage (DC 18 Dexterity / half).

6. ANTECHAMBERS

The two identical antechambers contain four standing sarcophagi and an ornate sarcophagus. The northern gates lead to area 7 but they are locked. The doors open by operating the wheel valves in area 3. A master locksmith can bypass the locks too (DC 20 thieves' Tools).

The stone enclosures contain the bodily remains of important members of the Tinvallik clan. These are the victims of the clan revolt under the Great Red Mountain three centuries ago. When the characters arrive at either antechamber, a ghostly apparition greets them:

You have come here with greed and desire in your hearts. It shall not be tolerated, but you have a chance to turn back. Leave our hard-earned possessions, and depart to enjoy a long, prosperous life. Otherwise, such greed shall become your end. Only a member of our clan is worthy of inheriting our legacy.

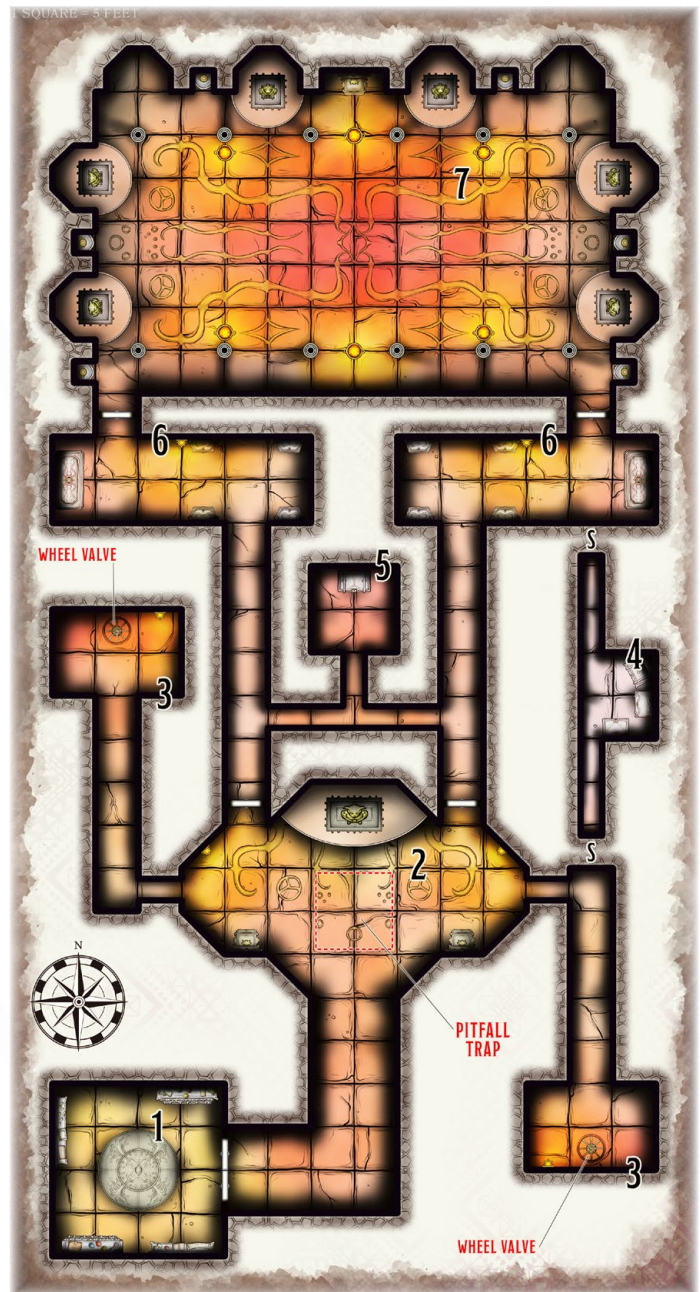
Disregarding this warning causes two **wraiths** to emerge from the stone coffins and attack. This encounter occurs in each antechamber (4 wraiths). The undead thwart the characters' attempt to progress to the Darksteel Hall.

7. THE DARKSTEEL HALL

Six, 3-foot-tall, darksteel statues rest on granite pedestals around the grandiose hall, among gold-plated funerary runs. The effigies take on the shape of armored dwarves brandishing battleaxes.

Four of the darksteel statues jump down from their pedestals when trespassers enter this room. They are the last protective resort in the Tinvallik crypt. Each of the darksteel statues (**earth elementals**) fights until it is utterly destroyed. They are relentless and unflinching.

Upon defeating the guardians, the loud noise of dozens of voices cries out in anguish. The deceased Tinvalliks' lament for their crypt's shameless robbery.



FEATURES OF THE DUNGEON

Light. The dungeon features sconces with *continual flame* spells on them. If removed, the magic fades.

Passageways. An observant character finds the secret hidden passages that lead to area 4 (DC 16 Investigation). They open by pushing brick buttons.

Magical Aura. A *detect magic* spell can perceive the magical properties of the four darksteel guardians and the two figurines of power in area 7 from up to 100 feet.

Figurines of Power. The two northern figurines in area 7 are made of darksteel and weigh 40 pounds each. They have the properties of a *figurine of wondrous power* but are not tied to its shape. Upon activation, each can take the form of any of the different figurines.

THE GREAT OUTDOORS

A GM supplement about overland travel by Chux (TheDeathDieClub)



MAKING WILDERNESS TRAVEL MORE INTERESTING

REGARDLESS OF THE system being played, the average fantasy RPG group mainly focuses on dungeon crawling activities and rarely pays attention to what happens between the tavern and the dungeon's entrance. For most groups, the faster they can get to the destination, kill the monsters, and grab the treasure, the better off they are.

I do not blame them. Most RPGs provide extremely limited guidelines on how to run wilderness adventures. When you are lucky, you get a couple of tips and random encounter tables. Thus, we decided to share with you tips and tricks we use to make our journeys through the wilderness more alluring for our players.

DEFINE THE CLIMATE AND TERRAIN OF THE AREA

UNLIKE DUNGEONS OR mazes (where all rooms tend to look alike), wilderness areas come in a myriad of shapes and forms. Defining the climate and terrain of the area that the characters are about to explore allows you to add more flavor to your session. Different conditions impact the group's travel speed, their chances of finding food or water, as well as all possible dispositions of the creatures or wild animals they may encounter.

And just to be sure we are on the same page, climate refers to the general weather conditions of any given location. On the other hand, the terrain describes the general lay of the land. These concepts may be a bit confusing. We suggest that you start with one of the five basic climate types listed in the following column:

Tropical climates are hot and humid. Precipitation is constant throughout the year. And despite its short droughts, vegetation tends to grow back once it starts raining again. Typical terrains found in tropical climates include rainforests, grasslands, savannas, and marshes.

Arid climates are characterized by intense sunlight, extreme weather, low humidity, and scarce food. Temperatures vary drastically during the day and throughout the year; they go from extreme heat waves at noon to a cold breeze at night. Deserts are the prevailing terrain type.

Temperate climates have clear seasonal changes without getting to extremes. Summers are warm and sunny, while winters are mild and rainy. Forests, grasslands, and rolling hills are common in temperate climates.

On the other hand, although **Continental** climates resemble temperate zones, their temperature changes tend to be more drastic. Summers are usually extremely hot and then followed by frigid winters. Mountain ranges and dense forests with nearby lakes and rivers are the prevailing terrain types in these climates.

Finally, **Polar** climates are identified by extended cold, winters with lots of snow, and extremely short summers.

Try to come up with possible adjustments to the characters' speed, movement, or vision depending on the weather. Consider punishing the lack of equipment for a certain situation with Levels of Exhaustion. For instance, not having appropriate clothing for a winter storm, or failing to find refuge during a rainy, windy, night. The following section explains more possibilities in detail.



ADJUST WEATHER CONDITIONS DAILY

While the climate defines the long-term weather pattern of an area, the short-term weather tends to vary daily. These changes in atmospheric conditions can present the players with unexpected challenges, for example:

- Strong winds and intense rain make any kind of ranged attack less effective or precise.
- Rain turns the ground muddy. It reduces movement rate and it is harder to follow old tracks.
- Droughts dry out vegetation, increasing the probability of wildfires when using fire-based spells.
- Fog limits visibility, making it easier for enemies to ambush the party.
- Sandstorms slow down the group and limit their visibility, increasing their chances of getting lost.
- Hurricanes can damage waterborne vehicles and hinder sea travel.
- Hailstorms hurt adventurers with no protection and destroy poorly constructed shelters.
- Ice storms can cause the characters to become more susceptible to hypothermia.
- Extreme heat and humidity force players wearing heavy armor to check for exhaustion regularly.

NOT ALL ENCOUNTERS LEAD TO VIOLENCE AND COMBAT

This news may come as a surprise for many RPG lovers, but please, do not assume that every single animal/monster/humanoid will be hostile towards the party.

Animals or monsters are not just waiting for adventurers to wander into their territory so they can fight. Creatures conduct multiple activities throughout the day, including hunting, eating, taking care of their offspring, mating, and resting. As for humanoids, even if they intend to harm the players, they might not do so on sight. Trickery and deceit are common tactics among evil creatures as they prefer to hit the heroes by surprise rather than to engage them in a confrontation. An option would be to allow them to follow the party closely, assessing their strengths and weaknesses before striking.

Thus, every time characters have a random encounter in the wilderness, try to first determine what is it that the enemies or creatures are doing in the area (hunting, eating, mating, guarding lair, resting). How would they react to a group approaching them? In case you are not sure, you can always use the Reaction tables to give you an idea of their willingness to fight or their disposition.

Remember: not all encounters should lead to combat, and some conflicts should and can be resolved peacefully. Allow the players to improvise and be creative!

METEOROLOGICAL EVENTS AND RANDOM ENCOUNTERS

Encounters can take multiple forms. Severe weather conditions can be interesting additions to your random encounter tables. A raging storm can be more frightening than a dragon, especially since most characters have no way of attacking it, stopping it, or controlling it.

Based on the climate and terrain you defined for the area previously, you can include events like storms, wildfires, floods, tsunamis, hailstorms, mudslides, avalanches, cyclones, hurricanes, and tornadoes.

Another alternative is to include iconic locations in your game world, not usually found on a map. Deserted huts, ancient ruins, abandoned camps and remote cemeteries are some of the many examples of intriguing areas your players can stumble upon during their varied journeys. They do not have to be related to the main quest in any way, and they can easily lead to side-quests or just work as random lore seeds for future adventures.



FAILED NAVIGATION ROLLS SHOULD NOT ALWAYS MEAN THE PARTY GETS LOST OR STRANDED

If you have included navigation rolls in your adventures, remember that a failed roll does not necessarily mean the group is astray. You can interpret a failed roll in multiple ways that still continue with the quest:

1. The guide chose a route filled with obstacles (e.g., loose gravel, rocks, slippery terrain) reducing the party's overall speed or advancement pace.
2. The group had to cross very rugged terrain (e.g., a chasm, glaciers, a rocky canyon), giving them one Level of Exhaustion or more (GM's discretion).
3. The guide is unsure if they are following the correct route. Secretly determine if they are in the right path or not, but let the guide take the final decision on whether to continue or to retrace their route. Be prepared for either options.
4. The journey takes them through dangerous territory, doubling the possibility of a random encounter.

There should always be a chance that the party gets lost but adding extra options to your repertoire allows you to create a more interesting narrative options.

FINALLY, ASK FOR CONSTITUTION / ENDURANCE CHECKS BUT DO NOT ABUSE OF THEM

GMs tend to forget that characters get tired after traveling in the wilderness. Unless the party is following a nicely paved road everywhere they go, long treks eventually take a toll even on the most experienced character. Thus, here are a few simple rules you can use for constitution/endurance checks during overland travel:

5. At the beginning of each in-game day, based on the expected weather & terrain conditions, assign a DC between 1 and 20 for that day's trek (1 = excellent weather, paved flat road, 20 = no clear path, heavy rain/snow, extreme heat or cold).
6. After 8 hours of travel, any character whose CON score is lower than the established DC, must save vs the DC or gain one Level of Exhaustion.
7. If the party travels for more than 8 hours, all players should roll a CON save vs the DC for each hour after the eighth one. Characters with a CON score lower than the DC, do so with disadvantage. Characters who fail the roll gain one level of exhaustion.
8. A GM can require players to roll the CON save every hour if they are traveling in less-than-optimal conditions (e.g., freezing weather without proper attire, heavy armor under extreme heat, etc.)

We hope you enjoy the tips and tricks and feel free to contact us if you have any comments!



NATURE'S WRATH

"I shall have my revenge from all wrongs you've done to me. I shall make sure of that. Men has never been Gaia's ruler, it is precisely the other way around..."

Ancient Druidic Saying

No creature in the Material Plane is older than nature. For even withering trees and dying leaves become one another with earth when they fuse with the soil. For even an animal carcass feeds thousands of insects that in turn become the sustenance for a larger tree. A never-ending cycle that needs no help. It does not require the intrusion of outside factors. A machine, so perfect that it not only witnessed but helped with the birth of the world.

But the realms of men, dwarves, orcs, and all the peoples that walk on two legs came with time. They took over entire acres of hundred-year-old woods and transformed them into dead lands. They have deforested territories of healthy flowers, delicate plants, and trees.

Fortunately, elves, druids, and many other creatures and individuals understand nature's importance. But their numbers pale when compared to the increasing pace at which the world is consumed. Hence, nature sometimes takes matters into her own hands. Her ways to solve problems are never affable. Natural disasters are examples of her anger. But sometimes, it takes on a physical form and becomes an Avatar of Nature.

ADVENTURE HOOKS

Nature's Wrath is a level 4 adventure that begins with one or the combination of the following hooks:

CLEANING BLACK ANGLER LIGHTHOUSE

The Gold Shell Coast navy hires the characters for 2,000 gp to get rid of the outlaws that have taken over the lighthouse. There has been no news from the old lighthouse keeper or the four-man lumber mill crew for days.

NATURE'S CALL

One of the characters, preferably a druid or a ranger with a strong connection with nature, has a vision during a dream. They feel compelled to go to the lumber mill.

A PIRATE'S HEIRLOOM

Silver Beard, a renowned pirate, hires the heroes for 1,000 gp to break into the lighthouse and retrieve a family heirloom, a golden locket. He agrees to give the heroes a ride to the lumber mill at the shore. The superstitious pirate does not dare approach the haunted lighthouse.

History Check

DC 13: *This woodcutter camp is located on the northwest side of the Gold Shell Coast and was mainly built to provide materials for the rise of New Heaven.*

DC 15: *It was built in the early stages, during the conquest of the Gold Shell Coast, and was manned by many workers. But since the city's completion, a small crew of lumberjacks works here. They provide lumber and wood planks to different locations in the kingdom.*

DC 17: *For economic reasons and war speculation, for the past few months, the city council has ordered the mill crew to double and sometimes triple their production.*



WHAT HAPPENED

MOTHER NATURE HAS had it with humans and their uncontrollable consumption of trees. And just like tornadoes and earthquakes strike without notice, an Avatar of Nature came to life with the sole task of taking revenge on stupid mortals and inconsiderate humans.

Sea critters, wild animals, and the elements amassed and formed an army. They first attacked Black Angler Lighthouse (see map below) and took over it. From there, the forces of nature marched and reached the lumber mill. If the angry avatar is not stopped, it will unleash its fury on the rest of the Gold Shell Coast settlements and even large cities like Tosdalun or even New Heaven.

REACHING THE MILL

THE CHARACTERS BEGIN this adventure on the road by the beach (area 1) regardless of the reason that brings them here (see **Adventure Hooks**).

Forest animals, giant crabs, and even the elements are responsible for the recent mill attack. Use the following information to describe the condition of the mill.

Perception Check

DC 14: *The place is trashed. An observant character notices signs of battle all over the ground and mill.*

DC 16: *It can be concluded that people were dragged over the sand and into the water. There are signs of struggle but it seems like none managed to escape...*

DC 18: *A character with keen ears notices the faint sound of creatures approaching from all sides (This thwarts the monsters' attempt to ambush the characters).*



1. ROAD BY THE BEACH

The mill is located on the coast of the delta, two days south on a boat from Tosladun, the closest city. The heroes see no sign of life when they arrive.

The place looks abandoned at first glance. However, the characters may notice more details or learn something as they explore each area (see **Reaching the Mill**).

2. ABANDONED CAMP

The fireplace, the utensils, the logger tools, the tent, and even the traveling bag look like they were dropped and abandoned on the spot. There are 113 gp scattered around the area and in the bag (DC 13 Investigation).

3. SIGNS OF BATTLE

A closer look at the mill reveals small blood stains, scratch marks, and countless pieces of splintered wood from the building scattered around the place.

If the heroes do not hear the enemies approaching (see **Reaching the Mill**), they are ambushed by the following foes: Two **wolves** and four **apes** emerge from the woods, followed by four **giant crabs**, and their leader, a **steam mephit** from the water. The mephit commands them from safety while flying above the water.

Parley. If one of the heroes came due to a vision (see **Adventure Hooks**), the mephit does not fight and speaks in Ignan after the encounter: *“I apologize for the animals, for they would not have stopped even if I wished. I can see that She sent you. You are here to help Her. You must meet Her at the lighthouse. Anger and hate have changed Her. She needs help quick”*. Then it vanishes.

4. WATER MILL

The camp is equipped with a large circular saw powered by a water mill. Right now, the lock is on and the saw does not move despite the turning of the mill. Six **giant crabs** attack those who get too close to the water.

5. WORKSHOP

The saw requires three men to operate. It can cut large pieces of wood. Despite the damage, the saw mechanism remains in working condition. There are two spare, brand-new, steel blades. They are worth 100 gp each.

6. CREW'S QUARTERS

The chamber looks lived in and abandoned. None of the workers had time to leave a goodbye note or call for help. The book on the table has the mill's weekly output. It reveals the increase in production over the last months.

7. BOATS

Unless the characters have a different means to reach Black Angler Lighthouse, they may use the boat here for that purpose. Nothing stops them on their way.

BLACK ANGLER LIGHTHOUSE

A lighthouse with a broken beacon is a bad omen. An abandoned one is worse. But a haunted one means *your doom*... Never, ever go to a haunted lighthouse...

Seafarers' Saying



Sailors whisper uncanny stories about the nocturnal visitors of this abandoned lighthouse. Sometimes you can find a campfire with food still cooking in the crock-pot but no one around. It is said that those that dare spend the night there vanish mysteriously. An old, abandoned building that was built during the first exploration era.

Such are the myths and tales about Black Angler Lighthouse. Times have changed and the usefulness of this place has dwindled until it became useless. For a long time, pirates, mercenaries, and other brigands made their lairs here. But in time, all decided to leave.

Many wayfarers stop by this strange monument, mostly smugglers, pirates, or deserters. The navy itself raids this place from time to time to purge it from the outlaws, but no soul dares linger in the haunted location.

MOTHER NATURE TAKES OVER

DESPITE THE MANY tales and warnings about this place, it is common for groups of misfits and outlaws to spend a few hours here to rest for a bit or find refuge from a storm. The situation was no different when the Avatar of Nature raided the place. The poor, filthy brigands never stood a chance. They all died at the hands of nature's wrath and suffered the consequences of humanity's insolence and disrespect toward all that is verdant.

FEATURES OF THE LIGHTHOUSE

Lights. The Ground Floor features an improvised dug fireplace that destroys the wooden flooring's center. The windows on the 1st and 2nd Floors provide bright light to these levels but the 3rd Floor is bathed in darkness. The 4th Floor has a railing but no walls (see maps).

Sounds and Smells. The blood stains all over the place fill the lighthouse with a pungent smell of iron. Dry, deep, thumping sounds come from the higher levels.

Magical Aura. The characters can know the exact location of the Avatar of Nature with a *detect magic* spell. It does not move from area 8 until their confrontation.

Nature's Manifestations. The Avatar of Nature can summon allies at will. It tries to stop the intruders' advances on each level (see area descriptions).

CORRUPTION

THE AVATAR OF Nature has one purpose: To take revenge on the insolent humans and other mortals. But the Material Plane and the lighthouse were not the right places to be for such a pure representation of nature. This world's fabrics differ from the Woodlands, the fey world. When the avatar had its first kill, the experience blinded its judgment. Now, like a natural disaster, it has no boundaries and shall destroy everything in its path.



1. LIGHTHOUSE'S WOODEN FOUNDATIONS

Tall sea waves crash against the rocky foundations of the Black Angler Lighthouse, followed by sparkling foam that vanishes on the rocky, eroded surface.

The characters arrive by taking the boat to the lumber mill (area 7, see page 3) or by any other means at their disposal. The heroes can easily climb up to area 2 of the lighthouse by using the trapdoor (see map).

2. MAIN ENTRANCE

Every inch of the place shows signs of abandonment: cracked walls, broken windows, chunks of cracked wooden flooring, and splintered wood beams.

The characters can hear the Avatar of Nature before crossing the threshold (see **Features of the Lighthouse**), its ominous, dreary presence cannot be missed.

Everything in the lobby is wrecked, cracked, or partially destroyed. The door to area 5 and its walls are pierced by a dozen arrows. It looks like a hundred battles were fought here. There is nothing of value to scavenge.

Encounter. The first nature's guardians appear here, one **giant constrictor snake** and eight **constrictor snakes**. The Avatar of Nature uses a level 5 *conjure animals* spell to summon these guardians. Unlike their mortal counterparts, the animals fearlessly fight until slain.

3. KITCHEN

A pungent smell of seaweed and rotting fish fill this area. This kitchen could be a cook's worst nightmare.

This kitchen area is unwelcoming. If the heroes insist on examining it, they are attacked by two **giant centipedes** and two **swarms of centipedes**. These insects live here and flee if reduced to half their hit points.

After dealing with the multi-legged critters, the characters find the **+1 dagger** hidden below the stove. It is covered in filthy, oozy, black grease (DC 15 Investigation).

4. WAREHOUSE

An old conflict destroyed this chamber's door. Thick climbing vines grow here. The vines pierce the walls and the floor. The few barrels and boxes that remain are in disarray. They contain rotten fabrics and spoiled grains.

This adventure belongs to a series of collaborative projects that involve other Patreon creators. This one-shot adventure features work by [Elven Tower](#) and [Inocyde World Builder](#). Check out their pages for tons great illustrations, maps, and inspiration!



5. NOT SO WELCOME

This chamber looks like a crime scene. There are signs of battle, broken jars, oars, and tools scattered all around. Numerous bloodstains of different ages adorn the spots between the improvised beds.

Some brigands camped here not so long ago. It looks like none of them made it out alive. Some of their remains lie on the floor. When the characters cross the threshold, enemies appear and attack (see below).

Encounter. As described in area 2, a **giant boar** and a squad of four **wolves** are summoned to fight on behalf of the Avatar of Nature. The animals try to stop the characters with steel determination. They fight until slain.

Treasure. If the characters spend 10 minutes searching (DC 15 Investigation), they find the following: there are 348 gp in bags, beds, and containers. Two *potions of healing* and a random level 2 *arcane spell scroll*.

6. UNCONTROLLABLE ANGER

This chamber is wrecked and beyond repair. There are two animal carcasses on the ground. Each is surrounded by a fresh pool of crimson-red blood.

This area is in bad shape. The Avatar of Nature hit the walls of the lighthouse like a ram when it attacked it. The west and north wall have suffered significant structural damage in the spots that were hit. Chunks of debris, rocks, and broken beams lie around the wall holes.

The two animal carcasses on the ground were killed by something considerably stronger and larger than them. This happened less than a day ago (DC 13 Survival).

The Avatar of Nature has gone rogue and rampant. It has become an uncontrollable force of corrupted arcane energy. In its state of blinded hatred and evil, it attacked the hapless animals (see **Corruption**, page 4).

Encounter. In the same fashion as described in area 2, four **giant spiders** are summoned to fight on behalf of the Avatar of Nature. The arachnids descend from the ceiling and attempt to entrap and poison their targets.



7. UNEXPECTED ALLIES

Broken pots, clay jars, torn banners, flags, and wooden crates litter the floor of this room. The rotten fish draw flies and produce a strong, wretched smell.

The floor is barely visible amongst all the clutter, trash, and countless useless items. A curious character recognizes the Gold Trout banner, the Crimson Moon sigil, and the Raven Wings flag on the fabrics (DC 13 History). They were military groups from the past century.

Encounter. The Avatar of Nature summons the strongest guardians it can with a *conjure lesser elementals* spell. Four **steam mephits**, one **magma mephit**, and one **dust mephit** attack the characters. One of the steam mephits is the one that may have talked to the characters before (area 3 in the Lumber Mill). The mephit attempts to stop the fight (see **A Test of Trust** below).

Lost Heirloom. After solving the conflict, the characters may spend 10 minutes searching (DC 15 Investigation). If they do, they find Silver Beard's locket under a large pile of crates and garbage (see **Adventure Hooks**).



The avatar's voice is like a thousand trees and flowers speaking at the same time. Yet, the message is clear as water and as refreshing as a Spring morning breeze...

"Look what I have become... You did this to me! I am the air, the breeze, the sea, and all forests that hurt. You represent all that horror that sickens and kills nature, and by condemning me, you have forsaken your forgiveness. All wrongs you do me, are done to yourself, for the earth is your home. And just like I love, I know how to punish. And witnesses of nature's wrath you shall be".

If the characters want to clean the place of brigands and earn some gold, they must defeat the **Avatar of Nature**, two **wolves**, and three **dust mephits**. If they succeed, the heroes get their reward (see **Adventure Conclusion**).

If the characters want to help, the mephit allies take care of the summoned animals and allow the characters to fight the **Avatar of Nature** alone. The mephits claim the avatar will come to its senses, once weakened. Trusting the mephits is the characters' prerogative. Either way, the Avatar of Nature flees to area 9 when reduced to half its hit points (see **Adventure Conclusion**).

A TEST OF TRUST

CONSIDER THIS SECTION if the heroes came to the lighthouse due to a vision (see **Adventure Hooks**). The steam mephit on the heroes' side tells them in Ignan and with hand gestures to not fight. This is to prove to the other mephits that the heroes won't hurt them and that they want to help Her. If the characters endure one combat round without punching back, all the mephits in area 7 join their side under the condition of helping the Avatar of Nature, not destroying it (see **Adventure Conclusion**).

8. CONFRONTING NATURE

The steps to this level are stained with a trail of blood. A creature's head hit each step as it was dragged up; morsels of brains stuck on the cracks.

The stumping sound is the strongest here. It stops all of a sudden when the characters arrive. The Avatar of Nature stops smashing the head of a person and engulfs the last of the brigands that were foolish enough to spend the night here. Then it sends a telepathic message:



9. BLACK ANGLER BEACON

The beacon is built on hard stone. It works on wood or coal but it has been many years since it was lit. The wind is strong at this height and the sound of the waves below forces people to yell to be heard.

The characters must follow the Avatar of Nature here to continue their confrontation. The fight stops if the heroes are here to help the avatar (see **Adventure Conclusion**). If the battle resumes, as a last resort, the avatar tries to throw the heroes off the edge. If all fails, it attempts to flee by jumping into the sea from here.

Falling. If a hero is thrown off the edge, they land in area 8, on the 3rd Floor's wooden edge and railings. And they take 2d6 bludgeoning damage (DC 12 Dex / half). Failing this save by 5 or more means they miss the 3rd Floor railing and fall 75 feet into the rocks and water. This fall is lethal. The GM may judge otherwise, though.

ADVENTURE CONCLUSION

The characters reach the end of this adventure. They must face the consequences of their deeds:

A JOB WELL DONE

The characters defeat all enemies and destroy the Avatar of Nature. Their only objective was to earn some gold and find treasure. Black Angler Lighthouse shall remain an empty, useless, building. And a hiding spot for filthy pirates and brigands. Sooner or later, another agent of nature shall appear and make the characters pay for their actions. But that is an adventure for another time...

SLEEPING WITH ONE EYE OPEN

The Avatar of Nature manages to escape at the last minute and jump into the sea. The characters better watch their backs. This corrupted avatar shall follow, track, stalk, and attack the heroes until they all perish.

ALLIES OF NATURE

The characters reach area 9 and find a weakened Avatar of Nature. With the mephits' help, the heroes convince the avatar they are nature's allies. The defender of nature agrees to depart under one condition. The Lumber Mill must close, and all the trees they cut must be restored. In return, the Avatar of Nature promises to become the light of Black Angler Lighthouse. It shall allow people to navigate these waters again. The characters must keep this promise and convince the authorities of New Heaven to shut down the mill. This is a quest for another day...

A HAPPY PIRATE

The characters earn the friendship and trust of the pirate Silver Beard if they retrieve his locket from the lighthouse. He pays what they agreed for the trinket.

THE AVATAR OF NATURE

Large elemental, chaotic evil

Armor Class 16 (natural armor)

HP 105 (14d10+28)

Speed 30 ft, swim 30 ft, climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	17 (+3)	13 (+1)

Skills Athletics +6, Insight +6, Perception +6, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan, telepathy 100 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The avatar's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components.

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

Actions

Multiattack. The avatar makes an attack with its claws and one with its Withering Touch.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage.

Withering Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage.



THE DECEITFUL VENDOR

Good Silas helped us when our daughter got the cough. He was kind and amicable and his ointment saved her life. We are grateful to him...

Concerned Farmer

Delve Level 3 (1,250 XP)

1 cult fanatic
4 thugs
8 skeletons

SETUP

THE COMMONFOLK PLACE too much trust in so-called experts and charismatic leaders. They naively believe that those that harness power, influence, and knowledge consider their welfare and health. The issue becomes particularly nefarious when people place their confidence in a physician, an apothecary, or a surgeon. They trade away their health and seldom place responsibility for mishaps on the expert's hands. Many diligent doctors waste away their lives bringing good to the world, but others take advantage of people's trust and wreak havoc on small communities to further their insane goals.

A NEW APOTHECARY IN TOWN

A **SMALL COMMUNITY** named Greenleaf calls itself blessed after a young herbalist and apothecary moved to the village's outskirts and built a home and shop. The young pharmacist, Silas, is a mellow, calm, and introverted individual who enjoys listening to people's tales and suggesting a herb or ointment to appease their ailments. The small community of Greenleaf soon grew to love the young man for his work and willing disposition.

This love and trust allowed the secretly nefarious apothecary to start conducting mad experiments in his shop's basement. Silas is an apprentice necromancer. His long-term goal is to overtake Greenleaf and proclaim himself the region's ruler. For this, he requires a large number of undead servants but his dominion on the obscure arcane arts is not strong enough to reanimate the old remains in Greenleaf's cemetery. Silas has found out that his incantations only work on recently dead individuals, so far. Thus, he has chosen lonesome individuals and travelers who visit his shop to abduct them, take their lives, and then reanimate them as loyal skeleton servants.

Not all spells succeed, though. To dispense of corpses, Silas fashions the victims' bones and flesh into trinkets to sell at the shop. These sales have risen suspicions.

ADVENTURE HOOK

GREENLEAF'S AUTHORITIES HAVE noticed the disappearances of a few vagrants, hermits, and travelers. Furthermore, some people have reported the strange objects on sale at Silas's shop. The deceitful vendor claims that all trinkets are fashioned from hunted animals. Still, the commonfolk request that the items are examined.

Two voluntary guards were sent to investigate but they did not return. The village is small enough that the townspeaker does not wish to put more local lives at risk. So far, seventeen people have been reported missing. The townspeaker offers 300 gp to a group of mercenaries for examining the shop and its cellar, and for arresting Silas in case something out of the ordinary is found.

1. CABIN AND FARM

The adventurers travel a few minutes from Greenleaf's palisade wall to reach the apothecary shop near the forest. It is a one-story cabin with an adjacent watermelon plantation. The watermelons grow large and strong but it is still a few weeks before they are ripe for harvesting.

A wooden sign on the porch reads '*Silas's Cures and Ointments*' The store's entrance stands ajar.

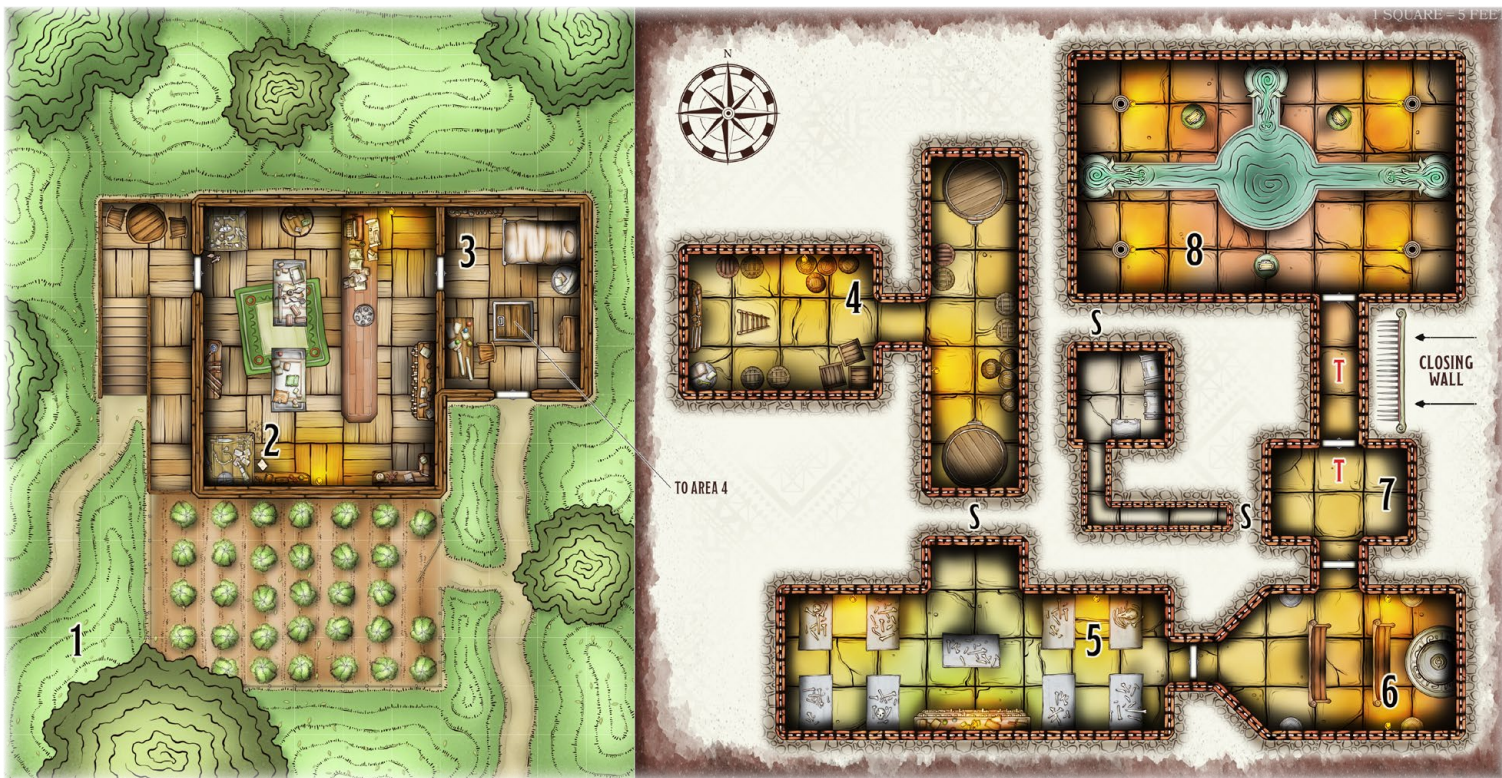
2. APOTHECARY SHOP

Two burly men (**thugs**) stand guard at the shop; Silas is not there. They inform the characters that the store is closed; Silas left for a nearby town and left them in charge of the shop. An insightful person notices they lie (DC 13 Insight). If the characters move to area 3 or if they linger around longer than a few minutes, the men attempt to forcibly remove them from the premises. A doctor notices that the bone figurines, tools, and objects on sale are made from human bones (DC 14 Medicine).

3. SILAS'S QUARTERS

The room contains a bed, a desk, a wardrobe, and a wooden trapdoor that leads to area 4. The papers and logs on the desk reveal a list of all of the missing people. Next to their names is a mark for success or failure but no further details are offered (8 successes).

The bottom drawer contains Silas's spellbook, it contains a cult fanatic's spells plus *animate dead*. Silas currently controls the eight skeletons in areas 5 and 8.



4. THE CELLAR

Wooden barrels and crates hug the walls of the cold, damp cellar. In the back room, two wooden fermentation vats stand against the north and south walls.

Despite Silas's evil intentions and machinations, he runs a legitimate apothecary business. The wooden containers in this chamber are filled with all matter of ingredients, herbs, powders, and oils for the potions and ointments that he sells in the store. Many are common items but a few of them are rare and valuable. The northern fermentation vat has gone sour due to improper insulation, its contents have become a kind of vinegar. The southern vat is an empty decoy that hides the secret entrance to area 5 (see **Features of the Dungeon**).

Treasure. Careful examination of the containers reveals vials of essential oils (150 gp), boxes of rare spices (450 gp), and a case with mandrake roots (250 gp).

5. THE INHUMANE LABORATORY

The room contains nine metal tables. Each of them is littered with human bones. The remains are clean and shiny as if recently cleaned and treated.

Silas's imperfect reanimation spells require the subjects to be rid of all flesh and organs. The despicable man killed his victims and then cleaned the bodies. After reanimation attempts in area 8, Silas brings his subjects to this chamber. Not all of them have been successful.

When the characters explore this room, the bones on some tables tremble, float, and coalesce. Six **skeletons** form and attack the characters without mercy.

6. THE SKELETON GOD'S ALTAR

This room is a small chapel. In the circular altar, a ruby-eyed, gold-inlaid skull overlooks the chamber.

Silas is a self-taught necromancer who blindly follows the strange instructions that he hears from the skull. A theologian knows that the altar is dedicated to the worship of an obscure undead deity known as the God of Secrets (DC 16 Religion). The skull is not magical, though. Perhaps it is just Silas's intuition and creativity that make him believe there is an entity that guides his actions.

Treasure. The skull is worth 300 gp. Removing it without damaging it requires precision (DC 16 Dexterity).

7. CRUSHING WALL TRAP AND VAULT

This room features two deadly traps. Silas bypasses this section by moving through the secret passage across the vault that leads to his incantation room (area 8).

Poison Darts Trap. Stepping in front of the door (see map) triggers the trap. Poison darts fly from small holes on the walls. The creature standing there takes 4d6 poison damage (DC 18 Dexterity / half).

Crushing Wall Trap. Reaching the hallway's midsection (see map) triggers the trap. The east wall moves in, brandishing pointy spikes. Creatures within take 8d6 piercing damage (DC 14 Strength / half). The wall can be disarmed before it closes completely by tampering with the hidden control panel (DC 14 Thieves' Tools).

Treasure Vault. The secret room features three stone chests. Collectively, they contain 500 gp, 3,400 sp, a +1 spear, two potions of healing, and a bag of holding.

8. THE INCANTATION ROOM

Three soapstone fountains with copper inlays and curvy spouts pour silvery water onto a central pool. The light-refracting water vibrates to a humming, pulsing sound that comes from its depths.

Following the strange voice in his mind and trying to interpret its meaning, Silas built this sanctum. The three fountains feed the 1-foot-deep pool with crystalline water. To use this strange device, Silas stands in the pond's center and casts a necromancy spell. The only way he knows how to do this is by cutting his arm and pouring his blood on the water, thus empowering the spell.

The pond then serves as a focus for his magic. Still, with all these machinations, not all of his reanimation spells have worked. But Silas intuits that he is close to making a breakthrough in his casting abilities.

When the characters arrive at this chamber, they witness Silas (**cult fanatic**) finish an incantation that causes two **skeletons** to rise from the blood-stained pond. He is accompanied by two **thugs** that aid him in this battle.

The Incantation Pond. The bloodstained water remains agitated throughout the encounter. Creatures other than Silas and his allies that touch the water are attacked by it once per round (DC 14 Dexterity). The water takes on the form of pointy spikes, propels forward at high speed, and deals 2d6 piercing damage.

Treasure. Each of the fountains is inlaid with copper. Removing the precious metal with tools requires 30 minutes. The resulting copper is worth 50 gp. In addition, Silas carries a *wand of magic missiles* with 3 charges.

DEVELOPMENT

The characters reach the end of this adventure. They must face the consequences of their deeds:

The characters defeat Silas in the incantation room. If he is alive, Greenleaf's authorities promptly judge him and sentence him to die within three days. The authorities have trouble believing that the former apothecary was capable of such heinous crimes but they believe the characters' tale after exploring the dungeon under the apothecary shop. After a thorough investigation, it is revealed that all of the seventeen missing people are accounted for; their remains are scattered among areas 5 and 8. The characters collect the 300 gp bounty and are allowed to keep other valuables found in *Silas's Cures and Ointments*. After the despicable carnage is disclosed, the locals shun the place and distrust strangers.

FEATURES OF THE DUNGEON

Light. The dungeon features sconces with *continual flame* spells on them. If removed, the magic fades.

Smells and Sounds. A stench of death from area 5 permeates the dungeon. It grows stronger the closer to that area. The pond in area 8 produces a low-pitched, humming sound that can be heard from as far as area 5.

Secret Doors. An observant character finds hidden buttons on fake bricks. Upon pressing them, they open narrow passages to hidden areas (DC 16 Investigation).

Magical Aura. A *detect magic* spell reveals the necromancy aura from the pool in area 8 from up to 100 feet.



THE LIBRARY OF LOST KNOWLEDGE

I wonder if I'll ever find my people's whereabouts. I am certain that they are out there, somewhere. The library may be the only way to track them down.

Zorgast, the Frost Giant

Repositories of knowledge and wisdom around the multiverse have a reputation for being dull places for the commonfolk. However, the farmers and peasantry ignore that such places of understanding are the cornerstone of advanced societies. Without these great libraries, all knowledge of history and science would eventually be lost and forgotten. It would set a society back hundreds, if not thousands of years. Furthermore, in a world where magic and miracles are at anyone's reach, tomes and scrolls can hold potent and dangerous arcane secrets.

Incantations of great power that can barely be contained within a piece of paper. When mighty magic tomes and scrolls are not cared for properly, the arcane fabrics twitch and shift, affecting everything around them. Tomes and parchments come to life and burst out with dangerous arcane manifestations. Librarians refer to these as arcane storms. They are rare and perilous. The Library of Lost Knowledge, an ancient, elvish repository of arcane treatises was abandoned after the ice age. The entire region froze thousands of years ago. People seldom come here. It is a dangerous journey into the Frozen Peaks; the spells and enchantments within hundreds of scrolls have become wild and unbound.

ADVENTURE HOOK

Library of Lost Knowledge is a level 6 adventure that begins with one or the combination of the following hooks:

SEEKING ELUSIVE KNOWLEDGE

The characters look for a piece of crucial information that is important for their overarching quest. After some research, they learn of the ancient elvish library in the Frozen Peaks. The information they seek might be there.

THE MISSING EXPLORERS

There is a bounty of 1,200 gp for tracking down a party of researchers. Their expedition to the *Library of Lost Knowledge* is three weeks late and people fear the worst. Evidence of their fate or whereabouts is required.

SCROLL HUNTING

A collector, Sir Damvill, hires the characters to find the *Scroll of Enlightenment* for 600 gp, in the *Library of Lost Knowledge*. He provides a rough map of the location.

History Check

DC 14: *The Frozen Peaks are a dangerous permafrost region. Travelers seldom traverse it due to the inclement weather and the flash snowstorms that are common.*

DC 16: *Human settlements used to exist around the Frozen Peaks thousands of years ago. Back then, the region was more temperate and ideal for farming. Archaeologists often dig through the snow and ice to find trinkets and evidence of the settlers of that time period.*

DC 18: *The Library of Lost Knowledge is located in the Frozen Peaks. It was built by elves millennia ago. The elves migrated south after the current ice age began, leaving the fabled library behind. Some scholars think the elves shall return when the climate evens out.*

1 SQUARE = 5 FEET



THE GIANT AND THE CAVE

SEISMIC ACTIVITY BURIED the once grandiose entrance to the *Library of Lost Knowledge* two centuries ago. A cave hides one of the entrances to the compound (see area 4). The second one is inaccessible from the surface.

Zorgast, a frost giant, came to the library to seek the whereabouts of his community two years ago. He lost track of them in a terrible storm. Zorgast cannot enter the library due to his size but he befriended an ice mephit to do it for him. The mephit tried to bring him books but it was a slow and arduous process. In the end, the living spells in the library scared the mephit away. Zorgast was left without recourse. But two months ago, an expedition of researchers came to the library and found Zorgast in the cave. Afraid of him, the guards attacked. They perished trying to scare Zorgast away. The rest of the expedition scattered into the frozen wilds and the library.

1. THE COLD PASS

Two stone walls converge on an irregular opening. Three-foot-long footprints lead to the cave.

An expert tracker identifies the tracks as those of a giant (DC 14 Survival). The creature must be at least 20 feet tall. An observant character notices the cave entrance above a ridge that leads to area 3 (DC 15 Perception).

2. CAVERN ENTRANCE

Snow gives way to rough rock and the footprints disappear. There is evidence of battle here, splintered spears, bloodstains, and gnawed bones. It occurred months ago (DC 14 Survival). Zorgast (see area 4) is aware of creatures that come this way and cannot be surprised.

3. THE LONESOME CAMP

An abandoned campsite with a dozen cots and traveling gear awaits in the dark cave, frozen and still.

The research expedition came into the cave when Zorgast was away hunting. They set up camp and started to explore the cave when the frost giant came back and found them rummaging about his few possessions. The camp was abandoned two months ago (DC 16 survival).

Traveling Log. A frozen book in a bag reveals the camp belonged to the lost expedition. They came to the library looking for the *Scroll of Enlightenment*. The logs say the item has the power to unleash a person's true power.

Treasure. The bags and satchels contain 148 gp, 200 sp, and two *potions of healing* (DC 11 Investigation).

4. ZORGAST'S LAIR

A half-eaten, frozen polar bear lies by the north wall. A huge cot of pelts and furs opposite to it. A looming, 20-foot-tall figure stands in the deep darkness.

Zorgast is a good hunter and is accustomed to living off the land in the arid Frozen Peaks region. A polar bear lasts him for a few days; he brought the one in the cave less than a week ago. Zorgast is wary of travelers after several encounters in the past year but he is not particularly aggressive toward the small races. He just prefers to be left alone in the northern frozen wastes.

Zorgast's (**frost giant**) first line of action is defending his lair from trespassers. When Zorgast drops to half his hit points, he becomes scared for his life and offers to parley. Insightful individuals notice that the giant is truthful and genuinely afraid of physical combat (DC 11 Insight). It is fair to assume that the gentle giant prefers to solve things amicably, rather than with raw strength.

THE GIANT IN EXILE

IF THE CHARACTERS agree to hear Zorgast out, the giant lights a fire and offers the party chunks of roasted polar bear meat. Zorgast explains he seeks his traveling tribe but has not been able to find them for over a year. He hopes that the library might help him unearth their location. If the characters are interested, Zorgast begs them to find his family's location in the library. Such a favor would be rewarded by the frost giants' tribe; the characters would then count the frost giants as friends.

If inquired about the missing expedition (see **Adventure Hooks**), Zorgast recounts the unfortunate encounter with the researchers and their guards. Alas, all of them are presumed dead. Zorgast claims he fought in self-defense and tried to parley. The frost giant truthfully claims that some of them ran unequipped into the snowstorm and the rest into the library (DC 11 Insight).



EXPLORING THE LIBRARY

The search for knowledge is the most powerful drive known to elvenkind. Seeking the unknown shall bring their untimely demise, however wise they are...

Old Elvish Saying

A DESCENT INTO DARKNESS

THE LIBRARY'S ENTRANCE collapsed under its own weight centuries ago. From Zorgast's cave, the only way to reach the elvish underground compound is by climbing down a narrow shaft near his pelts and furs. The opening is narrow enough that a human must rearrange their equipment and squeeze through to pass.

The shaft is 100 feet deep. The width varies along its extension and features numerous sharp rocks that may injure climbers or damage their equipment. To make it down safely, a creature must succeed on a DC 16 Athletics check. The use of ropes and climbing gear gives advantage in this check. Failure means the creature takes 3d6 slashing damage from the sharp stones and edges along the shaft. Failure by five or more means the creature falls all the way down and takes 6d6 bludgeoning damage. Regardless of the result, there is a 2-in-6 chance that any climbing gear used for this descent is damaged and becomes unusable for further attempts.

THE LIBRARY'S ARCANE STORMS

GRAND LIBRARIES OF arcane secrets hold countless spellbooks, spell scrolls, arcane formulae, treatises on the fabric of the planes, ritual books with forsaken incantations, spells inscribed in rocks and tablets, and all manners to record the art of magic. Curators often take good care to place abjuration wards and safety measures to prevent the wild nature of magic to unleash the energy bound into the paper and objects. The elves who built the *Library of Lost Knowledge* placed wards that were meant to last for ten thousand years. They could not predict that the ice age brought with it seismic activity. The earthquakes damaged the compound's structure and destroyed the wards that kept the magic at bay.

Now the library is a dangerous place where magic coalesces into ethereal, ephemeral representations that lack any reasoning or morality. Scholars call these out-of-control outbursts arcane storms or living spells. They are born from the library contents and sometimes become self-conscious for brief periods of time. A spellstormed library cannot be contained with magic, short of a *wish* spell. When or if the elf builders return, they may not be able to restore the library to its former state.

FEATURES OF THE LIBRARY

Lights. Areas 2, 4, and 10 contain magical scrolls. The arcane scriptures glow and provide dim light.

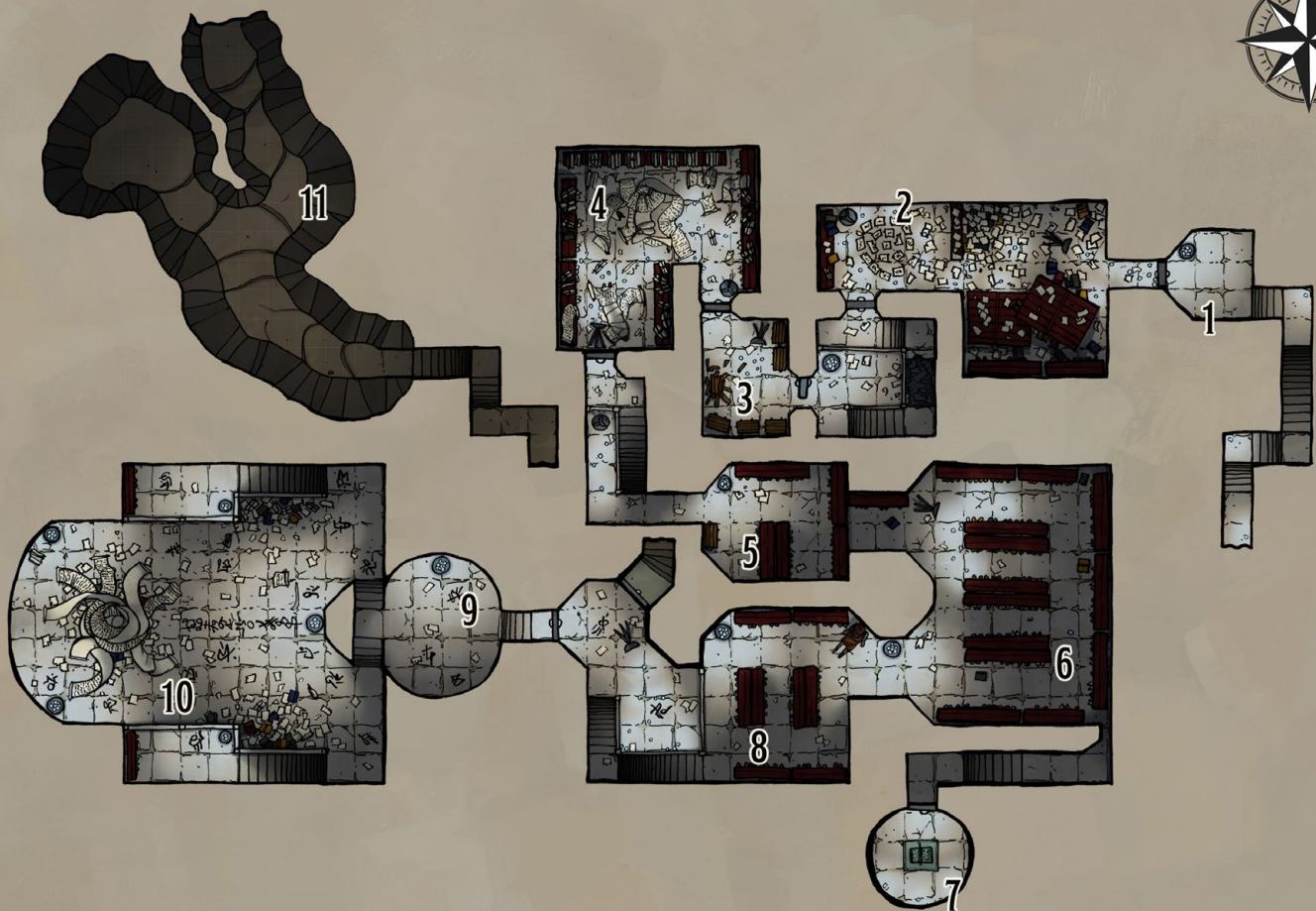
Moving Documents. Scrolls, parchments, loose pieces of paper, and even tomes, fly from place to place, following an unintelligible dance. Some move at lightning speeds while others hover about almost still.

Sounds and Smells. The pungent smell of wet ink and rotten paper permeates the library. The sounds of flying pieces of paper and parchments can be heard throughout as the characters explore different chambers.

Arcane Auras. A spellcaster detects a strong magical presence in the library (DC 14 Arcana). A *detect magic* spell reveals strong conjuration and evocation auras. Casting spells within the *Library of Lost Knowledge* may have unexpected effects, use the following table (1d6):

- | | |
|-----|---------------------------------------------|
| 1-2 | The spell fails and the spell slot is lost. |
| 3 | A random spell of the same level is cast. |
| 4-5 | The spell goes off normally. |
| 6 | The spell is cast as if one level higher. |





1. LIBRARY ENTRANCE

After the long descent, a twisting flight of stairs leads to the library's threshold: a tall, round arch inscribed with faded, elvish runes. The nature of reality ominously shifts after crossing the mythical gate.

The elvish inscriptions on the gate read: 'We have gathered all the cognizance and contained it for safekeeping. Enter and learn. But understand that a part of you stays behind. Your naivety and ignorance shall remain here'.

Once the characters cross the threshold, the strange nature of magic and reality within the library apply (see **Features of the Library**). The flying documents and papers try to cross the gate out of the library but always turn back into the chaos of the antechamber archives.

2. ANTECHAMBER ARCHIVE

A mighty storm of parchments and papers blows in this chamber; an arcane hurricane that impedes passage and sight like an ethereal wall.

The storm is strong enough that it impedes sight beyond 5 feet. Papers hit creatures, get stuck in their clothing and armor, and stagger them. The room is considered difficult terrain. The living, magic-infused documents in this chamber are territorial in nature and disallow trespassers. Two ethereal manifestations of living parchment (**wraiths**) attack the characters from the storm.

3. IMPROMPTU CAMPSITE

Four scared people sit close together in the corner. A small pyre of tomes and documents provides warmth and light to the hapless, malnourished survivors.

The four **commoners** are the only survivors of the expedition. They have managed to survive for two months here, hunting rats and eating bugs. They fear the arcane storms and dared not return to area 2. They are in really bad shape and mentally unwell; two of them broke their legs making the descent to area 1. Their legs mended in a bad position and now they can hardly walk.

This adventure belongs to a series of collaborative projects that involve other Patreon creators. This one-shot adventure features work by [Elven Tower](#) and cartographer [Diana Muñoz](#). Check out her Patreon page for great cartography and inspiration!

4. HALL OF SCROLLS

Scroll cases stack all the way to the top of the 30-foot-tall walls of this chamber. Many have fallen from their places and gathered on a large mound on the floor.

The scrolls in the central mound are attached to a large piece of enchanted clay. Disturbing the enchanted pile causes the tumulus of clay and scrolls (**clay golem**) to stand up. In addition, four scroll apparitions (**shadows**) coalesce from the flying papers and attack.

Secret Passage. There is a narrow fissure on the west wall of the hallway to area 5 (DC 14 Perception). It leads to the natural cavern network in area 11.

Treasure. Careful examination of the scroll cases takes 10 minutes, the search yields a *spell scroll of daylight*, a *spell scroll of remove curse*, and a *spell scroll of blight*.

5. A VOICE FROM THE PAST

The ghostly apparition of an elvish scholar meanders the narrow hallways of this chamber. The woman flees if attacked. If the characters agree to speak, the ghost introduces herself as Aerinee. She was a librarian here thousands of years ago. Aerinee explains that she is worried about the library's current state. She talks about the arcane wards that were meant to impede the library's descent into chaos. The wards are five magical braziers in area 10; Aerinee begs the characters to rush there and reactivate the wards. Otherwise, the library shall become more dangerous and unstable as time passes.

6. THE GOBLIN SCAVENGERS

Four goblins rummage about this rather silent library chamber. They flee if threatened. Their leader, Rum, knows Common. He reveals they came to the library through area 11 and are looking to scavenge stuff of value but all they have found are useless, books, and pieces of parchment. If the characters agree, Rum and his lot would like to follow the characters around to help. In exchange, they expect to keep some of the treasure.

Treasure. After 10 minutes of searching, the chamber contains one potion of healing, two empty spellbooks, 75 gp, and two silver statuettes (250 gp each).

7. CHAMBER OF OMNISCIENCE

The round room contains a soapstone pedestal with a recessed mirror on it. A spellcaster that spends 10 minutes examining the mirror concludes that it can be used to see faraway places and people (DC 12 Arcana).

The magical mirror can be used like a crystal ball to cast the spell *scry* or *contact other plane* once a day. If the characters have come to the Library of Lost Knowledge to acquire information about a place or a creature (see **Adventure Hooks**), they can use the magic mirror to learn this. Otherwise, they can try their luck in area 10.



8. HALL OF FORBIDDEN KNOWLEDGE

Four scroll cases rack up to a height of 40 feet. A strange statue of a man with a broken leg lies near the north wall; the face a portrait of suffering.

The cases in this chamber are cursed. Touching the scrolls causes a slow petrification curse (see below). The statue is a petrified explorer that came here fifty years ago and tried to retrieve the *Scroll of Enlightenment*. He climbed to the top, touched the scroll, and became cursed. He fell to the ground, breaking his leg, and then was completely petrified with no way to save himself. The *Scroll of Enlightenment* is located 30 feet up the north scroll case. There is no ladder in the room.

Petrification Curse. Creatures that pull a scroll from the case become paralyzed (DC 14 Constitution). The save is rolled again after 10 minutes: On a fail, the creature is petrified. Succeeding either roll makes the creature immune to the curse for 10 minutes. If the creature pulls a scroll after that, it must roll again.

The Explorer. If the man's petrification is cured, the wounded man thanks the characters. His name is Vallerey (**knight**) he vows to help them out of gratitude.

9. HALL OF HEROES

Busts of elvish scholars and researchers are held in recessed alcoves on the walls of this chamber. The busts stack up into the darkness. There are at least 60 of them. Aerinee's bust (see area 5) is on the third row. A plaque says she died six thousand years ago of a rare illness.

10. GRAND LIBRARY HALL

A 30-foot-tall gale of papers, parchments, and small trinkets rotates near the west wall of the library hall. Lightning emerges from its center; the boundless rage of a living spell. Five unlit braziers line the walls.

The living spell (**air elemental**) attacks trespassers at once. It fights without mercy and cannot be reasoned with. Once it drops to 0 hit points, a thunderous roar emerges from its core. It divides into two living spells with full hit points and continues to fight.

Arcane Wards. The five magical braziers in the room can be lit by spending a spell slot to restore the library's magical wards. After they are all lit, the strange phenomena in the library die down and things return to normal. All documents return to their original locations.

11. A PASSAGE INTO THE DARK

The narrow passage opens up and becomes a large cavern tunnel. The tunnel leads northwest and then slants downward into the veins of the earth. The tunnel leads into the territory of goblins and other underground creatures. Rom (see area 6) may lead the characters there if he survives the library and is on good terms with them.

CONCLUSION

The characters reach the end of this adventure. They must face the consequences of their deeds.

PRICELESS INFORMATION

After the living spells are defeated in combat, they combine and become an ephemeral, subdued, and harmless entity that contains all of the library information. If the characters did not find what they seek in the Chamber of Omniscience (area 7), they can ask the living spell anything and it provides the answer as long as the information is contained within the Library of Lost Knowledge.

THE MISSING RESEARCHERS

Escorting the survivors to the nearest city and explaining what happened earns the characters the promised reward of 1,200 gp. The four people saved are grateful.

THE FABLED SCROLL

Sir Damvill, the collector, pays 600 gp for the *Scroll of Enlightenment*, as promised. The scroll holds ancient power that may be used for good or evil. Such a powerful magic item may also be used to propel the campaign in a new direction. This is left to the GM's discretion.

THE GIANT'S LOST TRIBE

The characters can learn of Zorgast's kin by asking the living spell in area 10 or by consulting the Chamber of Omniscience in area 7. The giant's itinerant tribe is located in an arid tundra in the Woodlands Realm. They inadvertently crossed a portal to the other plane and became stranded. Zorgast is grateful but confesses he knows no way to get there or a way to activate a portal. He, once more, begs the characters for help to reach his tribe. However, that is an adventure for another day.



THE STONESKIN

A new elemental character class supplement by P.J. England



As the name suggests, stonesskin have skin as rough and coarse as the stone itself. Their skin is stiff and immobile and can painfully fall off while the stonesskin moves. They also have poor dexterity due to their thick body armor.

A MYSTERIOUS ORIGIN

These humanoid's past is shrouded in mystery. Some believe they are descendants of gargoyles or earth genasi when a common race (such as human, elf, or dwarf) mated with them. Others think they were ancestrally cursed by a powerful hag ages ago. Because of this, stonesskin have divided, varied reactions when dealing with the fae. Many of them hate anything to do with the fae or hags, fearing retribution for their actions. Other stonesskin, on the contrary, have a deep fascination with the fae, hoping that by unlocking fae secrets they may find a way to remove the curse that burdens their people.

AN APPRECIATION FOR DIRECTNESS

Stonesskin often become annoyed with people who overcomplicate matters. They appreciate a direct and efficient approach to most things in life. Simplicity is the most aesthetically pleasing thing to them. Direct speech is often seen as a high virtue among stonesskin. Those who talk too much or seem to be adding flourishes to the truth are oftentimes opposed or disliked by stonesskin.

GEOCLAVES

Stonesskin curse is rare among the common folk. It often skips many generations until it is expressed again. Because of this many stonesskin are lonely wanderers, never truly fitting into their society. Outsiders often incorrectly fear that a stonesskin's condition is contagious.

Some stonesskin are fortunate enough to find other small groups of individuals similar to themselves, called geoclaves. Each geoclave usually has a leader who directs the decisions of the group. Most leaders would never force a member of their group to take any specific action, seeing membership in the geoclave as entirely voluntary. However, the pressure to stay in good standing with the group leaders can drive stonesskin to take actions they don't necessarily agree with.

COARSE SKIN DIFFICULTIES

Stonesskin grants certain abilities but also certain drawbacks. Stonesskin are unable to sleep or rest normally. They can only sleep in small three-to-ten-minute increments interspersed throughout the day. They can dream in those intervals. Their skin makes movement difficult. Intimacy with other races has countless setbacks.

STONESKIN NAMES

Many stonesskin begin their journey not knowing they are stonesskin, their true heritage being revealed in adolescence. Their skin begins to roughen and oftentimes darken. Because of this, many stonesskin have a name typical for the society that they were born into but often give themselves a true name upon realizing their hidden race. Sometimes they take on their stonesskin name after being rejected from their current society. Some stonesskin have names similar to gems which sometimes appear within their skin.

Male Names: Craggy, Rocky, Brunt, Boulder, Flint, Firmston, Emerald, Sunstone, Topaz, Sapphire, Onyx, Carbuonck, Sardius.

Female Names: Pebbles, Weathered, Igneous, Petrive, Fossilie, Minerallia, Lolite, Amber, Amethyst, Ametrine, Citrine, Pearl, Moonstone.

VERSATILE HERITAGE

Stonesskin can come in a variety of sizes and shapes since they always begin their journey as another race such as human, elf, dwarf, etc. After their transformation, the stonesskin traits override the other race's traits.



STONESKIN TRAITS

Ability Score Increase. +2 to an ability score of your choice other than Constitution. +1 to Constitution. -1 to Dexterity.

Age. Stoneskin have extended lives; one-hundred to three-hundred years longer than their original race.

Size. Your size is Medium or Small depending on your original race. Stoneskin retain their complexion.

Speed. Your base walking speed is 30 feet.

Grounded. You have resistance to lightning damage while you are touching the ground.

Vigilant Guardian. Stoneskin are capable of sleeping during mundane activities such as walking or keeping watch. You do not need to sleep for 8 consecutive hours as others do. Each dawn you gain the benefits of a long rest if you have spent at least 10 hours the previous day walking, eating, sitting still, or keeping watch.

Turn To Stone. Once per day, as an action, you may turn yourself into stone. You gain the petrified condition for five minutes. While petrified in this way you gain vulnerability to falling damage, and you are immune to all other damage. Once turned, you cannot abandon this form until five full minutes have passed.

Hardening. You can temporarily harden your stone skin with a few drawbacks. As a bonus action, you gain resistance to non-magical bludgeoning, slashing, and piercing damage. Your speed is reduced by 15 feet, and your Dexterity score is reduced by 4 (AC is reduced by 2, etc.) This effect lasts for one minute. Once done, this cannot be used again until you have gained the benefits of a long rest. However, you can use a bonus action to abandon this shape before the minute ends.

Stoneskin. At 7th level, a stoneskin has learned how to control its abilities more effectively. Once per day you can cast the spell *stoneskin* on yourself, without material components. This replaces your Hardening ability.

Languages. You can speak, read, and write Common and any languages of your original race.

SUBRACES

In addition to the above traits, you gain the additional benefits of one of these stoneskin subraces.

WINGED STONESKIN

These stoneskin do not bind themselves to the ground. They seem to be more closely related to gargoyles.

Additional Language. You gain the ability to speak, read, and write Terran.

Flight. Two stone strong wings sprout from your back. Your wings are an effective mode of transportation. You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. This ability replaces the Hardening and Stone-skin abilities described in the previous column.

STONE MELDER

You specialize in mobility around stone terrain and blending into stony environments. A master of the stone.

Stone Stealth. You wear gray, white, or beige, and have trained your skin to match the stone around you. While you are in a stony environment you gain advantage on Stealth checks while standing still.

Stone Climber. You gain a climbing speed equal to your walking speed. Use this ability only on reasonably climbable stone and rocky surfaces.

One with Stone. At 5th level, once per long rest, you can cast the spell *meld with stone* on yourself.

TREMOR MAKER

These stoneskin say their very bodies are part of the stone. Your race is tied closer to earth elementals, giving you the ability to control the earth and stone around you.

Tremor. You gain the *small tremor* cantrip, using Constitution as your spellcasting ability. *Small tremor* is the same as the *sacred flame* cantrip, except the damage type is bludgeoning instead of radiant.

Fissure maker. At 3rd level, you can use your action to stomp on the ground and shake the earth in a 5 by 30-foot line originating from you. Each creature in the area must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. Creatures in the area take 2d6 bludgeoning damage and fall prone (Constitution save / half, not prone). The affected line becomes difficult terrain. You may use this ability once per long rest.

At Higher Levels. When you use this ability at higher levels the bludgeoning damage increases to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level.



THE GENIUS GOBLIN

“I did what I had to do to save my work, my intellect! A monster is all you people see when you have a goblin in front of you... We don't matter...”

Vincenzo, the Inventor

Delve Level 5 (5,900 XP)

9 animated armors
1 gorgon
1 mage

SETUP

THIS ADVENTURE TELLS the story of Troki, a goblin. He is a unique individual amongst his kin. Different from any other goblinoid in the world. A prodigy of his race, but at the same time, an outcast; being ten times more intelligent than the average goblin, he never fits. Since young, changed his name to “Vincenzo, the Inventor”.

A GOBLIN'S DREAM

THE GENIUS GOBLIN left his clan forever and sought a life of glory. He dreamed of working alongside elf sages, human scholars, and all kinds of scientists and historians. Hence, he went directly to the capital, Hoban City.

Nevertheless, poor Vincenzo learned some truths the hard way. The elite groups of erudite were all corrupted by their interests. They would rather worry and talk about their political views or standing with the common folk than continue their research or investigation projects. Because of this, no one had time for a goblin.

The doors were shut right on Vincenzo's nose one after another. No one believed the little green creature had any talent or promising abilities. When he tried to charm people with his gadgets, city guards concluded he had stolen them from people above his station... He would not have made it out of that embarrassing situation had he not abandoned one of his most precious trinkets.

He felt miserable, lost, and sad. But this was just another challenge for Vincenzo, the biggest one of his life. He would find a way to fit, to be part of this society...

TESTING BOUNDARIES

THE LITTLE GOBLIN found some empty caves he could use as a hideout to build a laboratory. It was the hardest thing he ever did. He crafted two capsules that could merge the matter of two creatures. With determination, he discovered how to turn himself into a “human”.

Vincenzo employed human bones, hair, and even a finger and became a human! Alas, his invention is far from perfect. He returns to his original goblin form after a few hours. He has repeated the procedure several times but with no permanent success. However, with each change, his body becomes more deformed. His features are a combination of goblin and human now...

ADVENTURE HOOK

SIGHTINGS OF A horrible creature near the city have not gone unnoticed. Authorities claim that an orc has been harassing travelers. Some of them were recently attacked and one of them even lost a finger. The authorities of Hoban City offer 1,000 gp if a group of brave heroes can go investigate and deal with the source of danger. An extra 500 gp is offered for the subject's arrest. They wish to make an example of his public hanging.

1. HIDEOUT ENTRANCE

The last sightings of the “orc” attacking travelers lead the characters to a couple of hours away from Hoban city. Following the instructions given by the authorities, a good ranger has no trouble finding Vincenzo's tracks or other clues leading to the cave lair (DC 12 Survival).

A large set of ropes tied to pulleys hold a wooden platform with a strong, thick beam on its side. There is nothing below, allowing the elevator to descend.

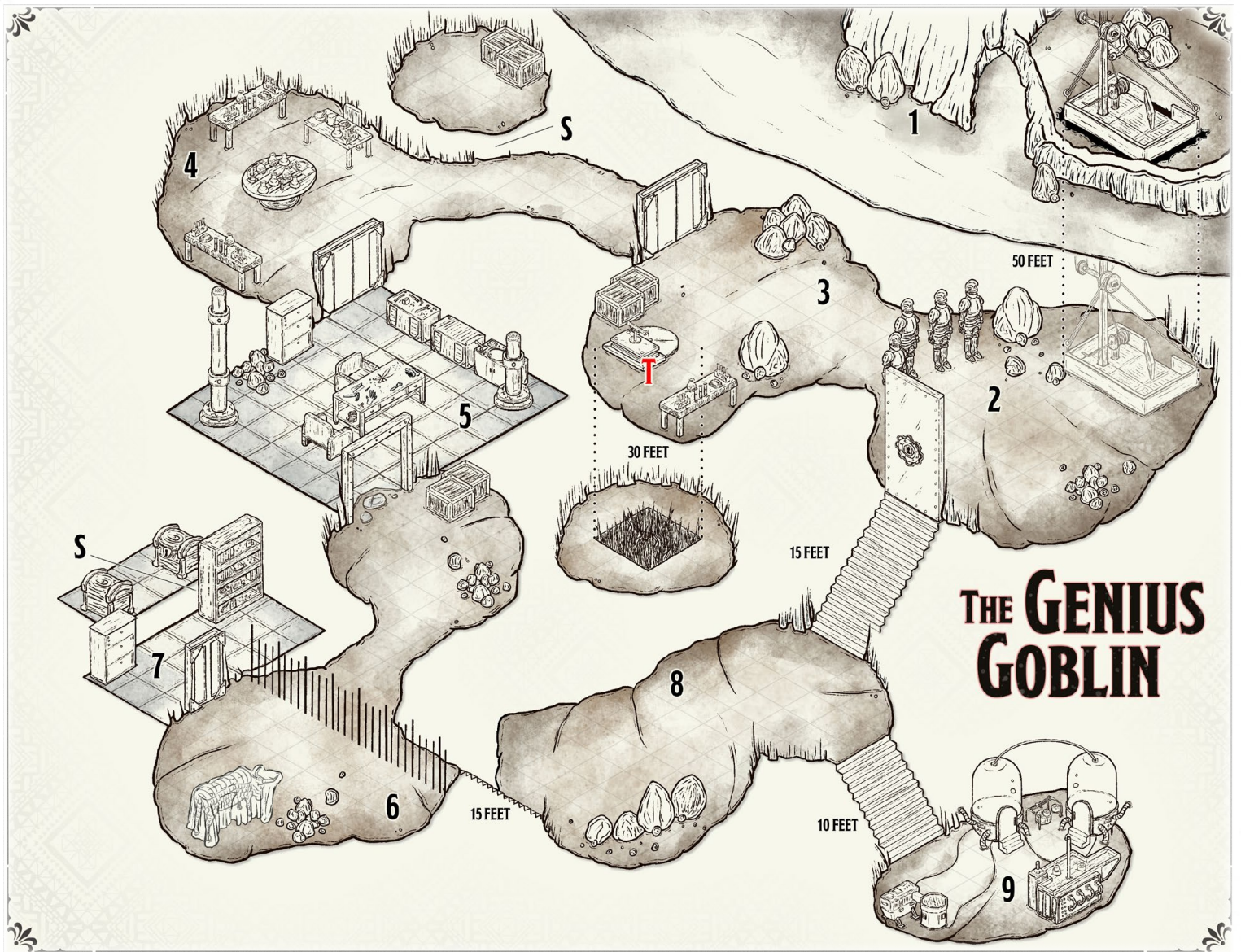
The elevator descends 50 feet and any individual on it may work the pulley to operate it. However, the platform can hold up to three Medium creatures at a time. More weight causes the ropes to snap and break (see below).

Falling. If the characters break the elevator, they fall 50 feet and take 4d6 bludgeoning damage (DC 14 Dex / half). This alerts all creatures in the dungeon.

2. ELEVATOR'S LANDING

There are signs of someone living here all around; steel doors with complex locks, sets of armor, paintings and papers with notes on every wall surface, etc.

Vincenzo, the Inventor, is aware of the attention he has drawn with his recent attacks on travelers. Hence, he prepared accordingly. The heroes must fight six of Vincenzo's **animated armors** to continue their exploration.



3. ANTECHAMBER

A weak, famished woman pleads for some sympathy behind the bars of a small cage. The steel bars are real, but the woman is a clever illusion created by Vincenzo (DC 14 Wisdom). If the characters fail to notice this and approach to help, they trigger the pitfall trap and fall.

Trap. Creatures fall 30 feet and become impaled on the spikes, taking 6d6 piercing damage (DC 15 Dex /half).

4. LABORATORY

Despite the cavern walls, this chamber is professionally furnished. Chemistry equipment and arcane ingredients litter all of the tables' surfaces.

Vincenzo's laboratory is intruder-proof. Magic runes protect the equipment. If the characters fail to notice the runes (see **Features of the Dungeon**), they trigger the trap upon touching anything. Arcane poison bombs explode. They target all living creatures in the chamber. All creatures standing at least 10 feet from any table become poisoned for 1 hour (DC 14 Constitution).

5. VINCENZO'S THINKER

A desk surrounded by tools, gadgets, and alchemy utensils rests at the center of the room.

Vincenzo built this place so he could concentrate and think. He makes use of the working bench to craft most of his gadgets. The characters may spend 10 minutes searching the place and retrieve the following:

- ▶ **Goggles.** They grant the user Darkvision and advantage on Perception checks made to see or spot.
- ▶ **Boots.** The metallic springs on the soles grant advantage on Athletics checks made to run or jump.
- ▶ **Gloves.** Wearing the pair allows the user to use the *mage hand* cantrip twice per day.

6. A VALUABLE CREATION

Vincenzo believes he outdid himself with his perfect recreation of a **gorgon**. The cloth-covered guardian wakes and attacks when approached by anyone but its creator. If a battle starts, the bars come down (see map).



7. STUDY

Books, tomes, papers, and parchments on scientific, arcane, and history subjects fill the room. A vault is hidden behind the west wall (see **Features of the Dungeon**).

8. A DESPERATE INVENTOR

Vincenzo (**mage**) confronts the characters in “human” form. Three **animated armors** fight alongside him. During combat though, he turns back to goblin size (see picture). If things go sour, he pleads for his life and whines about how all people underestimate him just for being a goblin. He then cries because he is ugly and deformed and does not know how to reverse this. The characters are free to decide his fate (see **Development**).

9. COMBINING CAPSULES

Two otherworldly capsules are connected by dozens of ropes and wires. Arcane devices on the wall monitor what happens within the copper containers.

None of the characters can understand how this machine works. This is Vincenzo’s life work and only he can perfect the ominous device (see **Development**).

DEVELOPMENT

Consider these two options as possible outcomes:

1. The characters do not finish the job; Vincenzo is someone who deserves to be helped. How the characters help the genius goblin go back to normal, be part of the city, or make use of the arcane capsules, are all quests and adventures for another day. The dire consequences of this are left to the GM’s discretion.
2. The characters are here to finish a job. They kill or arrest Vincenzo and get paid the agreed-upon reward. The genius goblin finds his demise. The great accomplishments he might have achieved remain unknown...

FEATURES OF THE DUNGEON

Secret Areas. Area 4 hides some loot behind a veil of rocks and rubble while area 7 features a bookshelf with a hidden pathway behind it (DC 14 Investigation).

Locked Door. The reinforced door in area 2 cannot be opened by force. An expert pick locker bypasses the high-quality mechanism (DC 22 Thieves’ Tools).

Magical Aura. A *detect magic* spell reveals abjuration magic coming from many directions. Areas containing Vincenzo’s equipment, traps, or trinkets have this aura.

Treasure. The heroes find 500 gp worth of fancy fabric and 731 gp worth of silverware in boxes within the secret cave in area 4 (DC 14 Investigation). The vault in area 7 (DC 16 Investigation), contains 1,324 gp in assorted gems and coins, and a *+1 longsword*.

KOBOA

Nges ago, all peoples in Koboia shared the same form. Then the Jutgot Nation created the Map of the Giant and transformed themselves. Nations all over the continent created Maps that reflect their cultures. They spread to every corner of the land and discovered who they were and wanted to be.

But they were not the only ones.

Invaders came from across the sea. Bearing a new form, these invaders from the continent of Larensia conquered the nations of Koboia and installed a brutal occupation. A Koboian resistance quickly grew, fighting the occupiers wherever they could. They were joined by the Sial, people from across the sea who had previously defeated a Larensian invasion of their own.

A coalition of Koboians, Sial, and Koboian born Larensians fought the Larensian Empire in the Liberation Wars, driving all but a few loyalists from the continent. The Coalition won the war and split the lands that Larensians occupied into four political entities. The descendants of the Indigenous Gosán people founded Novpo.

The remaining Indigenous nations founded the Mallgot Accords, an entity where each nation maintained sovereignty but entered an agreement of trade and mutual defense. Most of the Sial founded Atsatroay, the city-state.

Descendants of the Larensians, known as Chanov for their mixed, combined forms, founded Gran Marcellia, a nation that sought to build a new legacy apart from the colonialism of the Larensian Empire.

The Agreement of the Four Territories was ratified by all parties, though the Indigenous people of Koboia couldn't help but resent ceding lands that were once fully theirs to nations ruled by these newcomers - particularly those of Larensian descent, who brought strange and frequently harmful new concepts to their lands. To this day, some Indigenous Koboians view the seizures of their lands via this agreement as illegitimate.

The remaining loyalists to the Larensian Empire were pushed back to one corner of the continent, in what was once the province of Nueva Vardia. While not part of the coalition agreement, Nueva Vardia's governor-regent sought a treaty to officially cease hostilities and become recognized as its own country. In the interest of peace, the other territories warily agreed. Though Nueva Vardia is officially in a state of tenuous peace with its neighboring territories, several unrecognized bands of mercenaries continue to stir conflict across the borders.

ATSATRAY

ATSATRAY STARTED AS several settlements spread throughout Koboia. Over time these communities found each other. Followers of Yoeng, the Spirit of Travel and Unity, used magic to connect the different communities through permanent magic portals. It was in this way that Atsatroay, the Fragmented City, came to be.

Walking through Atsatroay's *Road of the Fragments*, a path that winds through the entire city, is a unique experience talked about throughout Koboia. On this road, one experiences the thin air of the Mountain District, the soothing sounds of the ocean in the Beach District, and the humid heat of the Rainforest District, all while walking past the many merchants set up along the path, hoping to sell their wares to the many tourists who come to experience the city. Each district displays a distinct personality and feel, with buildings as old as the ancient city that are unique in their architecture and clearly built using whatever materials were available.

As Atsatroay grows in power, it looks to create new maps to reflect the great diversity and origins of its people. The magocrats of the city have numerous research needs, seeking recruits to find rare magical reagents and explore phenomena throughout the continent.



ATSATRAY

NOVPO



Atsatray

Nueva Vardia

Novpo

Atsatray

Gran Marcelia

Mallgot Accords

Atsatray

Atsatray



Settlement



Mountain



Elven Forest



Rainforest



Desert



Swamp / Bog



River



Plains



KOBAR

GRAN MARCELIA

GRAN MARCELIA SPANS the southern end of the continent, taking up the spaces that were mostly populated by the Larensians during the Occupation. Its peoples and cultures are a deep mixture of Koboan and Larensian, having elements of both but, over time, becoming something altogether new. Unlike Novpo, Marcelian cities are made up almost entirely of Larensian style buildings and architecture. Most of the Koboan buildings were razed by the time the Occupation ended, leaving them in such rarity that Marcelians take great pains to preserve them. Marcelians see these edifices as reminders of ancestry that they suppressed for many generations during the occupation. They still learn how to express since its end.

Marcelian cities are diverse places in Kobia. One can walk down the block to pick up freshly baked bread at the Nueva Vardian Bakery and Novpoan fresh produce from the grocer, all while hearing traditional Larensian stories from a street performer. Fashions from every corner of the continent are seen downtown, where intellectuals from every country argue in coffee shops about the origins of Kobia and what its future should look like.

Marcelia has large flat sections of plains that are optimal for the ranching of Larensian cattle. Ranchers who raise these herds are known as Tomoks. They take pride in their grandparents' role as powerful cavalries during the Liberation Wars. While the Tomoks in modern days do not act as members of the Marcelian army, they relish in their culture of proud warriors and hard workers.

Over the past several years, violence has escalated in Marcelian cities. Officials have investigated these events and have made concerning discoveries - the perpetrators were Larensians recorded to have died during the time of the occupation. While none of these Larensians have been captured, strange magic traces were detected in the sites they visited - magic wielded only by the Larensian king during the occupation. Marcelian investigators have been seeking help from experts in all fields to determine what these events mean. They fear that the King Across the Sea prepares to invade once more.

NOVPO

NOVPO IS A mountainous country of cities decorated with patterns of gold. Although Larensians destroyed several sites in the name of 'modernization', many abandoned cities can still be found dotting the mountainside. As these cities were evacuated to escape the Larensian plagues, objects of cultural and magical value were left behind. Vast underground temples are now claimed by darkness and monsters. The cities occupied by the Larensians did not fare any better. Buildings of stone that had stood for millennia were torn down and replaced by wooden structures from strange trees from an alien land.

Now that the Novpoans have reclaimed their cities, lively discussions fill the streets about what to do with these 'tree houses'. Many Novpoans wish to raze them and rebuild their cities to be wholly like they were before, while others argue these buildings have become a part of their cultural heritage and history, for better or for worse.

Outside the cities, Novpoans focus on agriculture. Massive terrace farms surround the cities, growing crops that have been adapted for generations to the high altitudes: coffee, cacao, potatoes, and maize. Novpoan ranchers raise llamas and alpacas, which are used as beasts of burden and a source of wool, essential to one of Novpo's main industries - weaving of the highest quality.

Looking to the future but remembering the past at the same time, Novpoans in the capital city of Tiku founded the Stoneseekers. This institution has the intricate mission of reclaiming the abandoned cities in Novpo, clearing them of the monstrous creatures that inhabit them, and recovering any lost and stolen artifacts. To help with this massive endeavor, the institution is constantly recruiting adventurers, paying handsomely for reclaimed artifacts. The Stoneseekers have expanded their areas of expertise in recent years. They just inaugurated the Tiku Observatory: a massive replica of an ancient building destroyed during the occupation. The observatory has become an area of major astronomical learning and research, and Novpoans anxiously wait to witness the discoveries this observatory shall bring.



NUEVA VARDIA

NUEVA VARDIA IS a country unlike the rest of Koboa. The land has been changed through the planting of foreign Larensian trees and the extreme use of Larensian druidic magic. Over the years, this has changed completely the region's soil. They have created a unique climate in Nueva Vardia, independent from the rest of the continent. While most of Koboa experiences only two seasons, 'arra' and 'acha', Nueva Vardia experiences the four seasons of temperate climates. Koboa features mostly warm, tropical temperatures, while Nueva Vardia is temperate and on the cold side all year round. Rumor has it that the magic creating this climate change is also the source of the Northern Storm, a constant gale along Vardia's vast and stretch northern border.

Climate is not the only way in which Nueva Vardia separates itself from the rest of Koboa. Through every means that it can - culture, architecture, policy - Nueva Vardia attempts to emulate Larensia and distance itself from Koboa. These political views often cause differences among its citizens. But in the end, the people of Nueva Vardia who wish to stay away from Koboa are more.

Nueva Vardia is the last bastion of Larensia left on the continent. Until only a few decades ago, it still declared itself a Larensian colony. In that time, Nueva Vardia was strictly insular, discouraging immigration or visitors, and requiring proof of citizenship to move around unbothered. While these policies have been changed, the nation still feels sectarian and distrusting of outsiders. One must go through several filters to be allowed inside. The Form of the Elf is overwhelmingly used by its citizens and any other form is regarded with caution.

Nueva Vardia and its governor-regent work hard to find cultural and economic exchanges with the other territories to build and strengthen relationships. The Stone-seekers in particular have found value, as well as a touch of irony, in recruiting Nueva Vardian ex-soldiers to clear the monsters that remain in Koboa from the occupation.

Despite this, a rogue faction known as the Neo-Conquistadors attempts to stir another continent-engulfing war. The Neo-Conquistador movement radicalizes Nueva Vardians into believing that their rightful destiny was taken from them, turning them into agents of strife and destruction. So far, the governor-regent has been unsuccessful at stopping Neo-Conquistador war-bands. Koboans believe Neo-Conquistador extreme ideologies have infiltrated other territories, causing destabilization through acts of sabotage. In desperation, the governor-regent has resorted to covertly recruiting adventurers, even those outside of Nueva Vardia, to detect these infiltrator agents and neutralize them before they start a war that Nueva Vardia can not possibly afford.



NUEVA VARDIA



MARCELIA

This is a primer supplement for the Koboa Setting. We have collaborated with the creation of the main regional map for this latin-american-themed setting. For more cartography, follow Elven Tower on [Patreon](#) and [Twitter](#). Learn more about the Koboa Setting on [Twitter](#) or by signing up to the [official mailing list](#).



THE MALLGOT ACCORDS

THE MALLGOT ACCORDS are a confederation of many sovereign indigenous koboan nations, united by an agreement of mutual defense. It is a large collection of multiple peoples and diverse cultural backgrounds. Most of the territory is made up of the Talá rainforest. While all Koboans were terribly hurt by the occupation, the nations that live deep in the rainforest were less directly impacted. Here, one can find places that were reached by Larensian hands. Communities live in arcane ways that have persisted for generations, mostly unchanged. They have live in deep symbiosis with the rainforest for millennia. The main mode of transportation in the rainforest is specialized Mallgotan boat. Vessels of all sizes for individuals and larger groups course its many rivers.

Many Mallgotan communities migrate seasonally between various short-term settlements inside the Talá Rainforest. They build houses with tree branches and foliage near a river and settle down for a season or more. Their cyclical movements help maximize the availability of resources within the forest as wildlife populations recover easily after the communities move on.

For several Mallgotan communities, sacred rites involve identifying medicinal and magical plants, which they use to make some of the strongest ointments known in Koboa. They use these to trade for items and products they cannot make or find themselves in the rainforest.

Mallgotan communities on the outer edges of Talá have more long-term settlements. They established towns that are used as trade stations. These towns are major stops for the boats. Staple crops of these towns include pine-apples, avocados, plantains, passion-fruit and cassava.

Mallgotan nations took to the duty of healing the Talá Rainforest from the damage done by the Larensians. During the occupation, the Larensians developed techniques to maximize extraction of resources from the rainforest, primarily precious metals and the magical mage-gold. The Larensians attempted to change the rainforest's climate to make it more comfortable for themselves, razing large tracts of land and using druidic magic to replace it with sparser forests made of Larensian trees. Their reprehensible actions disrupted the ecosystem. New, dangerous Larensian monsters emerged, unbalancing the fragile Talan ecosystem. In some instances, groups of native creatures were corrupted, becoming monstrous, ravenous shadows of their former selves. The Mallgotan nations agree that these monstrosities must be healed if possible and destroyed if not. For this reason, most Mallgotan nations pay hefty bounties for proof of healing or capturing any such abominations. Sometimes, they hire out sellswords or adventurers to seek out particularly aggressive ones.

IVOR, THE FROSTHEART

A GM supplement about a duergar NPC by A. S. Riel

EARLY LIFE

In the clammy pitch of the sprawling caverns of the Underworld, the inky void creeps deeper into the souls of all dwellers of its shadowy realms. The Duergar take pride in the darkness that lingers inside them but none see it as a great strength as Ivor, the Frostheart, an outcast warlord.

Just like all those around him, he faced the torment that Duergar are put through as a rite of passage. Subjected to the physical and mental battery year upon year, he grew iron muscles, a stormy mind, and a heart of frost.

Son of Ivan Stonecrown, a great elder of Clan Duergar, Ivor was destined for the grim heights of his people since birth. Under his father's leadership and the unrelenting aggression that passes for fatherly love in the Underworld, he grew to be a ruthless, industrious leader. However, as his father ascended the hierarchy, pushing him ever closer to a place amongst the Priests of Laduguer, Ivor remained always one step behind.

Ivor, the Frostheart, was amongst the revered individuals in the great impregnable strongholds and civilization built in the sprawling horde of Duergar. Their realms stretched far across the labyrinth of underground caverns and tunnels. A warlord of immense physical power and cold intellect, Ivor spent a long life raising a prodigious group of followers. Building great fortresses, leading vast armies, and amassing huge wealth, Ivor became one of the most powerful Duergar outside of the Priests of Laduguer, and a force to consider within the Underworld. However, it was then that a deadly ambition began to seep into the cracks of his greedy being.

THE SHATTERING POINT

COLD, CALCULATING, AND tyrannical, Ivor, the Frostheart, began to outgrow the depths of his Duergar homeland. His sight and ambitions grew bigger. The bitterness and hatred in the world, which had fueled his strength throughout his early life, grew in search of a new host. A new victim. Through the talk of his armies and the creatures of the Underworld, that weed of hatred landed on a suitable host. That of the weak, pampered, half-breed dwarves that lived in the soft light of the near-surface. His hatred boiled at even the thought of their presence in the rock and earth above him. With a renewed vigor he set his sights on a new task, to rid the land of the false dwarves of the lone craftsman. He would be remembered for taking over their territories and driving the Duergar empire to the surface. He can already see his name written in history books. He would live forever.

He took his hateful mission to the Priests of Laduguer to bargain for the support of Clan Duergar's might. It would after all be a great honor to Laduguer to dispose of the false, weaker half of their brethren race. Even the steel composure of the cold-hearted Ivor was shaken when he saw that amongst the priests, those hardened few, sat the grim face of his father, Ivan Stonecrown.

He was thrown off balance by this great shift in things so unknown to him and felt the shock like a dagger placed firmly in him by his father's hand. Regaining composure, he stated his case to the council of Priests. His heart, once a cool frost, cracked and splintered into the coldest shards of ice at the utterance of the word 'no', coming from none other than his father:

'It is a campaign of ambition and personal gain. It does not serve Clan Duergar in any way nor does it honor Laduguer to forfeit the lives of many at the whim of one.'

The words gutted Ivor like a stricken animal and he fled the council like a dog hiding its tail. The ice of his heart permeated every vein in his sinewy body until he felt as though he could shatter into a million pieces.

This feeling festered into an incalculable rage. He returned to his fortress consumed with the desire to make the council of priests and his father regret the way they spurned him eternally. Clan Duergar began to splinter into two factions. Those who sided with the Priests of Laduguer and those who chose Ivor's side. All braced for darkness as they'd never seen before.

INTO THE ADVENTURE

THE CHARACTERS COME into this conflict in the middle of a brewing civil war. They get a summons from both parties at play and may choose to join either side. Their choice shall change the future for the Underworld as they may well become the deciding factor in this conflict. The heroes are free to choose either of the Duergar.

Infiltration: For months, the simmering chaos has bubbled in Clan Duergar as Ivor grows in impatience and unpredictability. The Priests of Laduguer are usually secular, but to avoid the useless risk of Duergar lives, they are willing to work with an external party to remove the threat of the outcast warlord and return Clan Duergar to their united industry. The characters must break into the fortress of the reckless king's son and arrest him. Infiltration of his fortress shall not be an easy task!

War Dogs: A great and powerful warlord with a grand campaign fueled by rage poses a unique opportunity for those willing to let a little darkness seep into their own souls. With the icy hatred of the lesser dwarves pushing out all other thoughts, Ivor, the Frostheart, is willing to strike a bargain with other races, be it the drow, beholders, or even surface-dwelling beasts. Anything to amass a powerful enough army to wipe the softer race of dwarves from the land. He pays handsomely for those willing to brave the transfer of this message from one dangerous civilization to another. In this case, the heroes help Ivor strike strong alliances and start his war against dwarves.

EDITOR'S NOTES

I have always been a big fan of making decisions in RPGs. And I'm talking about big ones. The ones that shift the pace or approach of the entire campaign. I can already imagine the consequences of siding with either one of the Duergar here. Giving the players this kind of freedom is what makes memorable sessions. The GM should allow the rest of the people involved to build the story they shall play. Railroading is not bad if done right. It is a tool, and therefore it comes in handy sometimes, but not always. We ought to avoid overusing it.



SHRINE OF THE BASALT PILGRIM

The ancient pilgrim shall show you the way. Each person has a grand goal to accomplish in their life; learnt at the shrine by surrendering something of value.

Book of Eternal Voyage

Delve Level 5 (3,750 XP)

1 ghost
8 ghouls
1 giant scorpion
2 shadows
3 swarms of insects
10 skeletons

THE TIMELESS BELIEF that there is a purpose to one's suffering and tribulations propels individuals to push forward and endure the challenges of life. When a person truly believes that through their actions they can accomplish something larger than life, they are capable of extraordinary feats of determination and power. Oftentimes, the conviction is not enough. To achieve certainty, people need to know what their goal is. For them, unawareness is the worst torture for they feel trapped and limited. Such was the experience of a man who lived hundreds of years ago. One known as the Basalt Pilgrim.

THE SELFLESS WARRIOR

HIS REAL NAME is lost to time. The mysterious figure known today as the Basalt Pilgrim was tall and larger than most men. Legend has it that he would carry enormous boulders on his back to increase his strength and endurance. The strong man fashioned a ponderous armor made from basalt plaques that made him look like a formidable warrior and hid his face and most of his body.

The Basalt Pilgrim felt a calling in his heart to fulfill a grand role; only he could not fathom what it was. He started traveling, helping others fulfill their quests and missions. He accompanied dozens of people on all kinds of journeys. The Basalt Pilgrim never stopped his endless journeys helping wanderers achieve their dreams while wondering what his own goal might be. Those travels alongside his traveling companions are recorded in the *Book of Eternal Voyage*. In the last chapter, the Basalt Pilgrim concludes that he did achieve a worthwhile goal. Without knowing it at the time, he understood that assisting all of them fulfill their objectives was his fate. After his death, a shrine dedicated to the Basalt Pilgrim was built where all his companions are interred too. Now, travelers come to the shrine looking for answers; they come to learn what their true objective in life is.

ADVENTURE HOOK

THIS SHORT ADVENTURE is meant to be a stepping stone in a larger, over-arching quest. The Shrine of the Basalt Pilgrim is a renowned location where people can come to learn the true purpose of their existence. Just as the Basalt Pilgrim helped people achieve their intents during his lifetime, he continues to do so in the afterlife through the magic of the arcane shrine.

The characters must have a reason to come. Most likely, they are at odds about what to do or how to proceed in their main quest. They must learn where to go, whom to seek, or what magical artifact to acquire and its location. Such information is beyond the scope of this supplement as it pertains to the GM's long-term planning for the campaign. The information provided by the Basalt Pilgrim is up to the GM's discretion. The characters learn of this shrine after looking for a way to proceed. After a four-day journey into the unsettled wilds, they find the dilapidated entrance, surrounded by collapsed pillars.

1. CHAMBER OF OFFERINGS

The 20-foot-tall statues of two travelers stand back to back with their arms raised as if in gratitude. Below each statue stands a fine, golden vase on a plinth.

The Shrine of the Basalt Pilgrim has stood for centuries. During this time, countless individuals have come seeking knowledge. A legend says that one must leave something of value. Thus, supplicants have equivocally left all kinds of trinkets in this room. The offerings are supposed to be made in area 7 but it became an unofficial custom for visitors to also leave something here.

Treasure. Most trinkets are of sentimental value to those who left them. There are 30 gp in the vases, a silver dagger (50 gp), and a ruby-embedded ring (350 gp).

2. PITFALL TRAP

A golden vase in the middle of a barred hallway is a trap for those impatient enough to seek answers. Interacting with the vase in any way triggers the device. A 15-foot-long trapdoor (see map) opens and drops any creature standing on it. Creatures on the marked area fall 30 feet into a spiked pit and take 6d6 piercing damage (DC 17 Dexterity / half). The trap resets magically at dawn.

3. LIBRARY OF WANDERERS

The well-lit chamber contains three stone bookcases and a desk. Some of the documents are scattered across the floor in disarray, as if someone had gone through the papers looking for elusive information.

The library used to have a permanent *unseen servant* spell active that would keep the place organized and clean. It was dispelled by an irascible wizard decades ago but the evidence of the spell runes on the walls remains (DC 14 Arcana). A spellcaster can spend a spell slot to re-energize the runes and summon forth the unseen servant to clean and organize the library.

The library contains several journals written by those who performed their life goals alongside the Basalt Pilgrim. It also includes a registry of future travelers who came and wrote their stories. In the library, all of them are named 'wanderers'. The priceless *Book of Eternal Voyage* is stored here too. The characters can learn all about the Basalt Pilgrim and his deeds here.

4. IMMORTAL GUARDIANS

Four engraved, standing sarcophagi surround a delicately carved sarcophagus on a raised dais.

When creatures enter this chamber, if the nature of their goal depends on their physical fitness and their power to overcome powerful foes, the guardians emerge from their enclosures to test the characters' resolve. Four **ghouls** and one **ghast** rise to the challenge. They reform at dawn if destroyed. Stealing stuff from area 3 rises the guardians too. Stealing from the Shrine of the Basalt Pilgrim is considered a serious crime for wanderers.

5. RUINED LIBRARY

The half-collapsed room was once a library. Next to nothing remains of the bookcases and documents in this room. Countless insect egg bundles line the south wall of this room. They pulse as if alive...

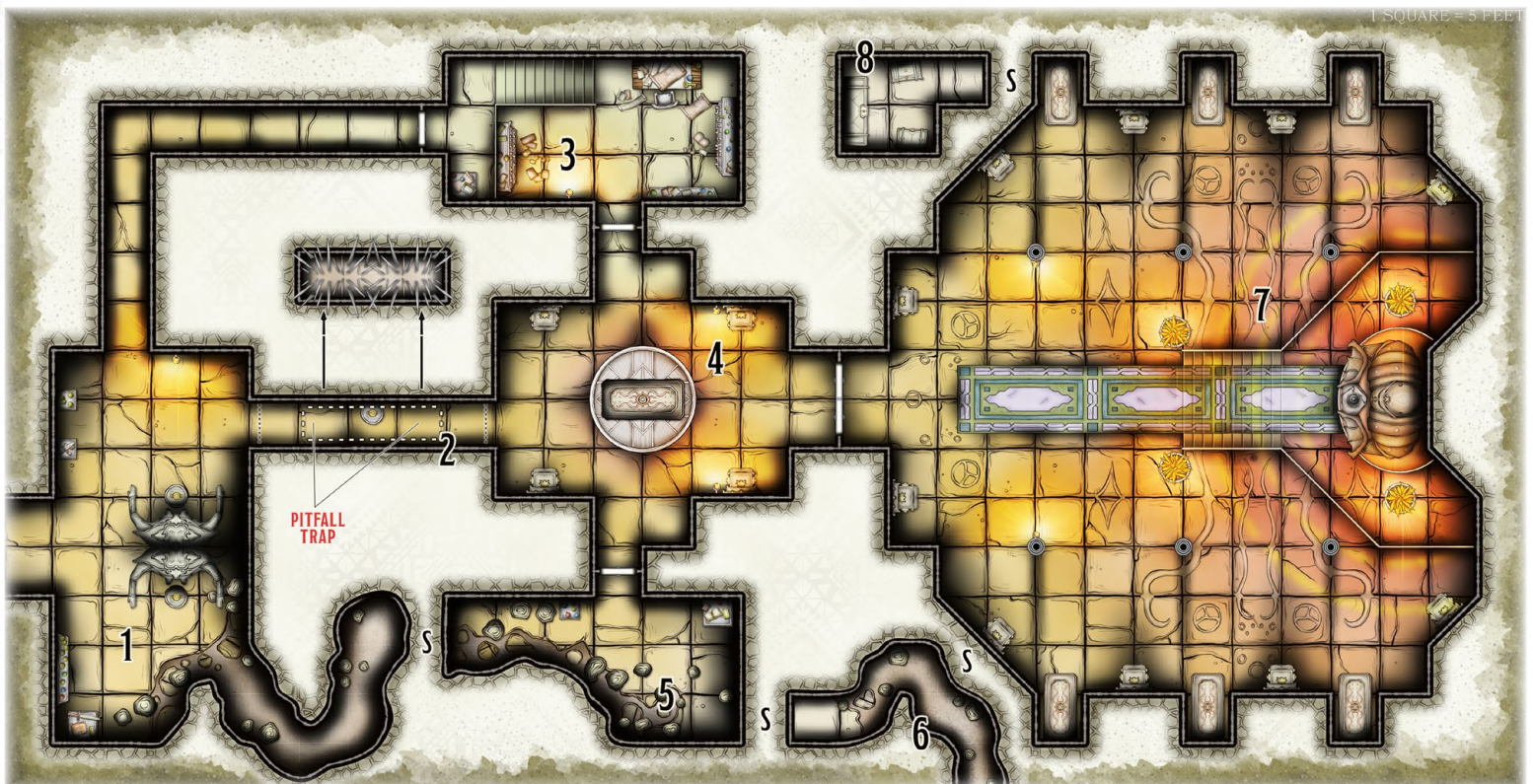
The chamber was once a library, similar to the one in area 3. It contained several duplicates of the books stored there, plus a collection of belongings and heirlooms that pertain to the original wanderers, those who knew the Basalt Pilgrim in life. Now, the place is the nest of a **giant scorpion** that hangs by the high ceiling. The territorial creature attacks trespassers at once. The scorpion fights alongside three **swarms of insects** (scorpions).

The strange scorpion was once the mount of a drow warrior that stumbled upon the shrine by mistake and died of his wounds after fighting the guardians in area 4. The scorpion still wears a mounting saddle. It may be re-domesticated by a person knowledgeable in rearing and animal husbandry (DC 18 Animal Handling). This can only be achieved if the scorpion has not been harmed in combat. Offering fresh food to the giant insect gives the trainer advantage on this check.

6. DILAPIDATED VAULT

The half-chamber, half-tunnel was once a secret vault. It is now linked to meandering, dark passageways.

The tunnel slants downward and into the Underworld. A drow's desiccated body lies against the wall. He has been dead for months. A tribe of drow hunters can be found a two-day journey away from the shrine. The drow community is grateful if the body is returned to them.



7. THE SHRINE OF THE BASALT PILGRIM

A 30-foot-tall basalt statue of the Basalt Pilgrim stands tall and proud by the chamber's far end. The light from four ever-burning braziers gives the statue a formidable, yet warm and inviting appearance.

The chamber's arrangement, architecture, and lighting are designed to give the shrine a grandiose countenance. According to legend, the Basalt Pilgrim's spirit inhabits the statue to help others carry on with their quests.

Supplicants whose goals do not require physical prowess may receive the Basalt Pilgrim's wisdom directly. But the characters must ascertain their physical strength by defeating the undead guardians in the chamber (assuming that the completion of their mission requires them to be mighty and resilient). Ten **skeletons**, four **ghouls**, and two **shadows** fight the characters before the shrine.

8. SECRET VAULT

The vault contains three stone chests adorned with intricate runes and silver inlays (DC 16 thieves' Tools).

Treasure. The enclosures contain 1,500 gp, 7,400 sp, a pouch with three diamonds (150 gp each), a *+1 battle-axe*, two *potions of healing*, and a *bag of holding*.

DEVELOPMENT

THE CHARACTERS REACH the end of this adventure. They must face the consequences of their deeds:

After defeating the undead guardians, the statue of the Basalt Pilgrim lights up. It speaks with a thunderous, low-pitched voice and reveals to each supplicant the information they seek. The Basalt Pilgrim's revelations are truthful but their deliverance is famously vague or hard to understand at first. They are meant to propel the characters in the right direction without spoiling the fun of future events or discoveries. After consulting the Basalt Pilgrim, a person cannot do so again during their lifetime. The statue becomes ever unresponsive.

FEATURES OF THE DUNGEON

Light. The dungeon features sconces with *continual flame* spells on them. If removed, the magic fades.

Secret Doors. An observant character finds hidden buttons on hollow bricks. Upon pressing them, they open narrow passages to hidden areas (DC 16 Investigation).

Magical Aura. A *detect magic* spell reveals a divination aura coming from the Basalt Pilgrim statue in area 7. It can be sensed from as far as 80 feet from it.

Humidity. The underground compound is located near a natural spring. The water filters through most walls, damping them and giving them a humid look.



Audience with the Kobold King

For ages, dragon blood has been considered one of the most valuable magic sources. The arcane properties in this crimson fluid surpass those of any other living creature. And then we have kobolds; the lower descendants of dragons. Wingless, small draconic creatures with fierce determination and stealthy combat tactics. Ancient, obscure legends say that kobolds were true dragons that challenged the gods. Their insolence earned them this punishment. They were transformed into tiny, ridiculous mockeries of themselves. Worst of all, they were deprived of their ability to fly and soar in the skies. The theories lack enough evidence to be given any credence. Alas, only the most dedicated scholars and historians know about them.

The dwarves of Novakar, in the Northern Borders, have known kobolds forever. For decades, both kobolds and dwarves have lived in peace. They do not mess with one another. And on some rare occasions, kobolds purchase wares from an itinerant dwarf vendor, or a kind dwarf helps out a kobold in distress. Only the sharpest of the mountain people knows about the far-fetched draconic origin of kobolds, though. No one believes they are dangerous.

But two months ago, an ancient copper dragon named Nivarikar joined the kobold clan. Under the guise of a kobold with its polymorphism magic, Nivarikar became the clan's leader. Stronger, smarter, and more cunning than all, the dragon earned the name of Kobold King. Under its leadership, the kobolds have become a real threat. They challenge travelers and execute organized raids. Dwarves have run out of options and look for external help.

Area Descriptions

1. The bearded lords instruct the heroes to traverse the rocky mountains and find the kobolds' lair. An experienced tracker finds it in no time. Below, steel bars block the way. Five crossbow-wielding kobolds stand on the other side. A robed human explains that the kobold king, Nivarikar, has come to restore the kobold bloodline to its former glory (see lore on left column).
2. An improvised dining room contains two benches and wooden tables. Crates and barrels with dry food hug the walls. Four kobolds eat here. The beds to the south belong to three human cultists who venerate the kobold king. They fight together and give their lives for the Kobold King's cause.
3. A total of ten commoners have joined the kobold clan in hopes of earning Nivarikar's favor. They believe in the ancient stories of dragons. Plus, the Kobold King's charismatic influence makes loyal servants of them.
4. The endless cavern network of dark tunnels pierces into uncharted territories to the west. Kobolds placed steel bars here as well to keep troglodytes, giant spiders, and other denizens of the underworld at bay.
5. The kobold king keeps three dwarf prisoners here. Three kobolds stand guard and make fun of the prisoners in Draconic. The wooden table holds some of the prisoners' belongings. The kobold guards wear the rest.
6. This cavern chamber looks like a human bedroom. The bed and furniture are organized and there are countless scrolls, books, tomes, and papers. The Kobold King rests here. A clever illusion spell hides the secret vault. The chests here contain a treasure hoard worthy of a dragon.
7. Five cultists and ten kobolds ready to give their lives for their leader surround the Kobold King. Nivarikar asks intruders to leave and stay out of kobolds' business. In combat, the Kobold King polymorphs into an adult copper dragon to teach the intruders a lesson. If the dragon's life is at risk, it crashes into the stone ceiling, destroys it, and flies away. The Kobold King swears it shall fulfill its dream and take revenge on the adventurers one day.





CHUX (TheDeathDieClub)

Longtime role-player, finance guy, teacher, and forever GM. Founding member of the Death Die Club in the 80s. We've organized & participated in multiple conventions including Gen Con, Goodman Games, Origins, Enrolate, Roll-A Game and Mega XP, to name a few. Creating official TTRPG content since 2017 such as the [Demon Hunter RPG](#) (Spanish), as well as self-published adventures for Demon Hunters, Call of Cthulhu, D&D, and GURPS.

Currently working on version 2 of the Demon Hunter RPG manual (Spanish), plus a new RPG inspired by Ghostbusters. You can check out our material at <https://thedeathdieclub.com/>



P.J ENGLAND

P.J. England has fun designing adventures and writing for Dungeon Vault Magazine. He will soon be opening a website "[Arcane Ink](#)" to blog about D&D and publish his adventures. He began publishing in 2019 on the [DM's Guild](#) and never looked back. When he isn't thinking about D&D, he walks in the woods, writes guitar music, and bakes fresh bread.

Contact him on [Twitter](#) or on [Instagram](#).



A. S. RIEL

A. S. Riel (Sean Gee) is a Writer and Dungeon Master from London. He enjoys using the table to bring ideas for characters and stories to life, while using the game to inspire works of fiction.

Currently, A. S. Riel is working on an episodic fiction series drawing inspiration from classic Dungeons & Dragons themes and adventures. Follow him for updates on [Twitter](#) and [TikTok](#).



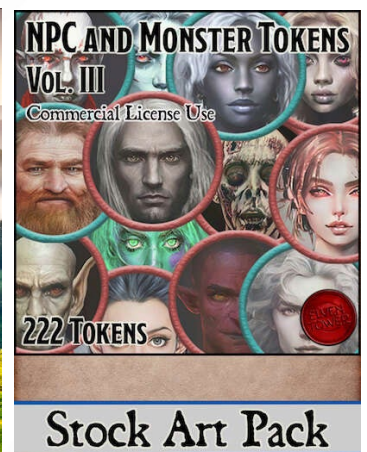
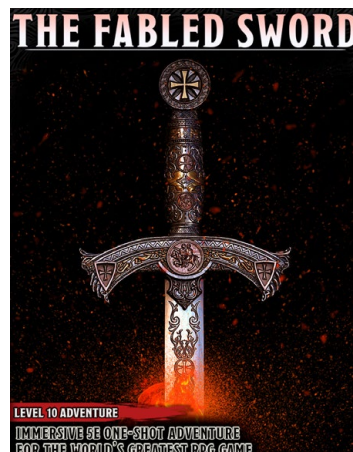
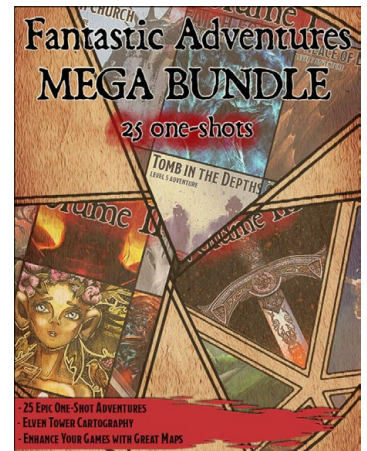
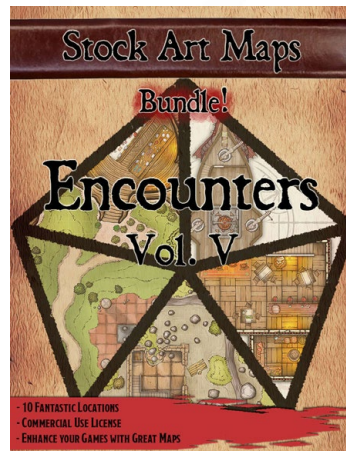
KOBOA SETTING TEAM

Koboa is a rpg and fantasy setting based on South American peoples and stories. The team is composed of South American Indigenous, Afro-Latin, and mixed-heritage artists, authors, and designers seeking to make the highest quality products to represent our people. We are getting ready to run a crowdfunding campaign for our setting guide. You can learn more by joining our [mailing list here!](#)

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