

COLOSSUS WAKE

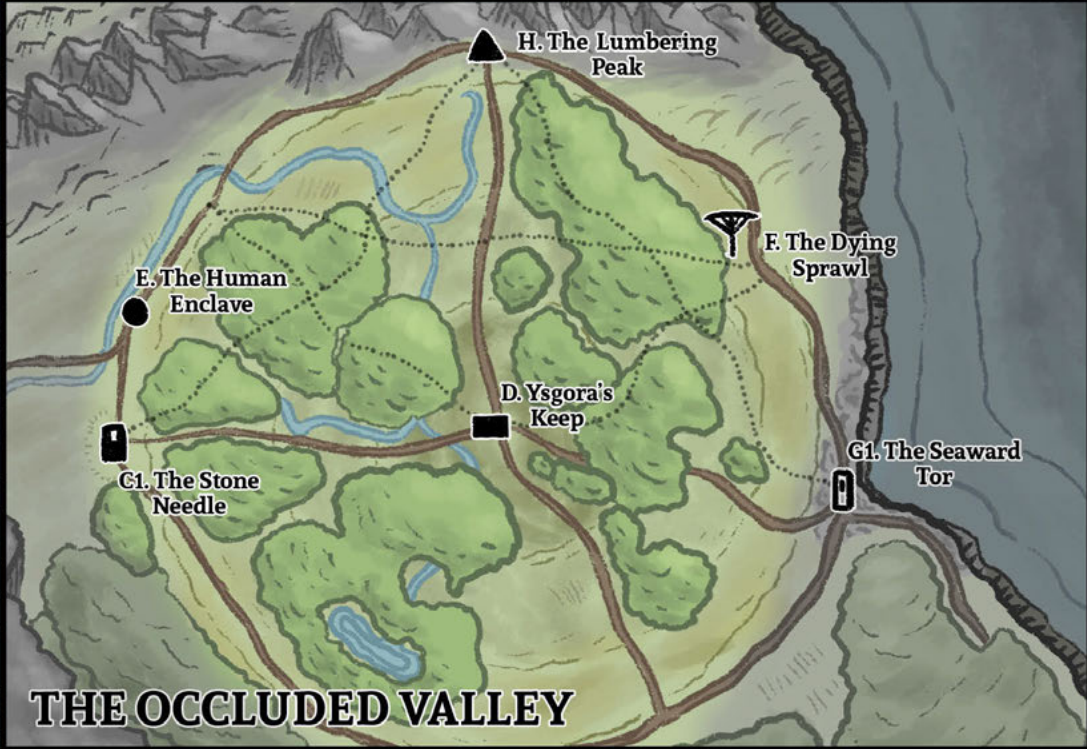
BY COLIN Le SUEUR



BRING DOWN THE MOUNTAIN IN THIS 5E ADVENTURE
FOR THE WORLD'S GREATEST ROLEPLAYING GAME



BY ODIN'S BEARD



THE OCCLUDED VALLEY



NOVRYBI

Colossus Wake

THE ELDRITCH MISTS PART II



A 12-15 hour adventure for 3rd level characters

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INTRODUCTION

A lost valley warded by powerful magic. An ancient defender awoken and turned destroyer.

Colossus Wake is about exploration and adventure, overcoming seemingly insurmountable odds, and wresting control from insidious evil.

Inspired by:

- **2nd Edition**
- **Old School Essentials**
- **Shadow of the Colossus**
- **Injection**
- **H.P. Lovecraft**
- **Dark Souls**

The Eldritch Mists. Colossus Wake is the second part of a larger campaign set in the cursed world of **Boroz** [Bo-rozz], continuing on from **The Howling Caverns**.

In that adventure, the player characters are pulled from their world into **Boroz**, adrift as strangers in a dark and dangerous land.

Drawn into a local mystery, the heroes investigate the cursed village of Krasnaloz and delve into an abandoned wizard's lair, eventually coming face to face with the ruler of Boroz, **Baroness Sylva Havel**.

Players don't need to have played through **The Howling Caverns** in order to experience **Colossus Wake**, but the earlier module expands on the history of Boroz in general and the village **Krasnaloz** in particular.

1. RUNNING THE ADVENTURE

Locations are designed for maximum readability and ease of use, moving from the general to the specific.

Read aloud text is denoted by this formatting. This information will introduce the scene for the players.

- Primary room features are listed in **bullet points**, with the key details in **bold**

Expanded details. Further information on room details listed for closer inspections.

Magic. Within a location, if there's a magical spell or effect active the school of magic (or multiple schools) will be indicated in parentheses.

Detection abilities. If there are specific creature types that are detectable by magic (such as *Detect Evil and Good* or the paladin's *Divine Sense* ability), these will also be listed in parentheses:

Skeleton (*necromancy, undead*).

Monsters. Stat blocks for enemies named in bold, italic, and underlined print are available from 5th Edition monsters rulebook (ie. ***skeleton***).

All others will be listed in **Appendix II** with a note to that effect.

Some monsters have **weapons** or **armour** swapped out from their default equipment; these are listed after the enemy name:

Bandit captain (flail, 1d8 bludgeoning; leather armour).

DM Info

- Information for the DM will appear in a box list this
- This may be roleplaying suggestions or background information that provides more context

Branching options. Occasionally there can be two or more different outcomes depending on what decisions the party has made.

→ The different options will appear like this, marked with a clear beginning and end.

→ Choices have consequences and some deeds can't be undone.

Characters and Party Composition

Level range. This adventure is intended for **3rd level characters** and will take them through to **4th level**.

Difficulty. Depending on the group, can be run for 3-5 players. For a tougher old school experience, run for 2-3.

Lost in a cursed world. The Howling Caverns started with the heroes pulled into Boroz from their world, but if playing Colossus Wake in isolation, the characters could be locals.

Local experience. If creating characters for Colossus Wake, consider the **wild elf** subrace for additional challenges and opportunities.

Elven Subrace

Wild elves. Boroz is home to an arboreal variant of elf. Native to the **forests of the Occluded Valley**, wild elves have evolved along a different path to their more familiar brethren.

They live in symbiotic harmony with Yluufa, the Living Tree, and this grants them affinity with plants and trees.

See **Appendix VI** for further details of the wild elf.

Starting the Adventure

Standalone or campaign. This adventure can be run on its own or dropped into an ongoing campaign.

If part of an ongoing campaign, **the Occluded Valley** serves as a self-contained area, suitable for a hex point or side adventure.

Mist-covered realm. If using **Boroz** as the primary setting, see **The Realm of Boroz** on page 5.

2. THE REALM OF BOROZ

Boroz. The land is dark and dangerous, surrounded by foreboding cliffs.

Travellers regularly disappear and the forests are a sprawling tangle filled with slaving beasts and shadowy forms.

The Queen. The undisputed ruler of Boroz is **Baroness Sylva Havel**, an immortal vampire queen who keeps an iron grip on the inhabitants.

Havel's insidious influence extends through her realm like a network of veins and arteries, feeding her knowledge and information from her agents.

The vampire delights in tormenting mortals, drawing them to Boroz with tales of untold riches before corrupting and feeding on them. She works in the shadows, concealing her true nature.

The Wizard. Seeker of the unknown, a veiled shadow who drifts through the realm leaving chaos in his wake.

Leikalf Longlived is an elven conjurer investigating the eldritch essences within the mists of Boroz, seeking knowledge and the power that it brings.



Baroness Sylva Havel



Leikalf Longlived

The elven wizard has since moved on from the valley but his corrupting influence trails him like a plague.

The Eldritch Nightmare. Millennia ago, an entity of frightening power appeared in the realm that would become Boroz. **C'tegra** sleeps in the sliver between reality and nightmare, dreaming of its eventually awakening.

Leikalf studies this being and seeks to harness its limitless potential.

PART I: THE OCCLUDED VALLEY

Background

Impact crater. The valley was formed aeons ago when a falling star collided into the realm of Boroz, the shockwaves rippling across the neighbouring planes.

The molten star, buried deep inside the crumbling earth, pulses with eldritch power.

Warding shield. The accursed and insidious nature of Boroz has no sway in the valley, as the land is protected by a magical barrier that repels the forces and powers of Sylva the vampire queen.

This barrier had been sustained by two magical towers, one on each edge of the valley. The eastern tower was destroyed, weakening the shield and allowing Sylva's evil to seep in through the gaps.

The forest has grown more dangerous on the eastern side of the valley, as Sylva's influence poisons the land.

Factions

Humans. A community of survivors who escaped from Sylva's influence form an enclave on the western side of the valley, living modestly off the land.

Elves. An insular group of wild elves preserve the eastern valley, sharing in a symbiotic relationship with an sprawling and primeval tree.

Dwarves. The halls of the weathered stronghold at the heart of the valley sing no more, the sound of anvils and hammers that once rang through silenced by an invasion from under the ground.

The Green Lady. Watching over the residents of the valley, the druid maintains balance above all things.

Through force of will she sustains

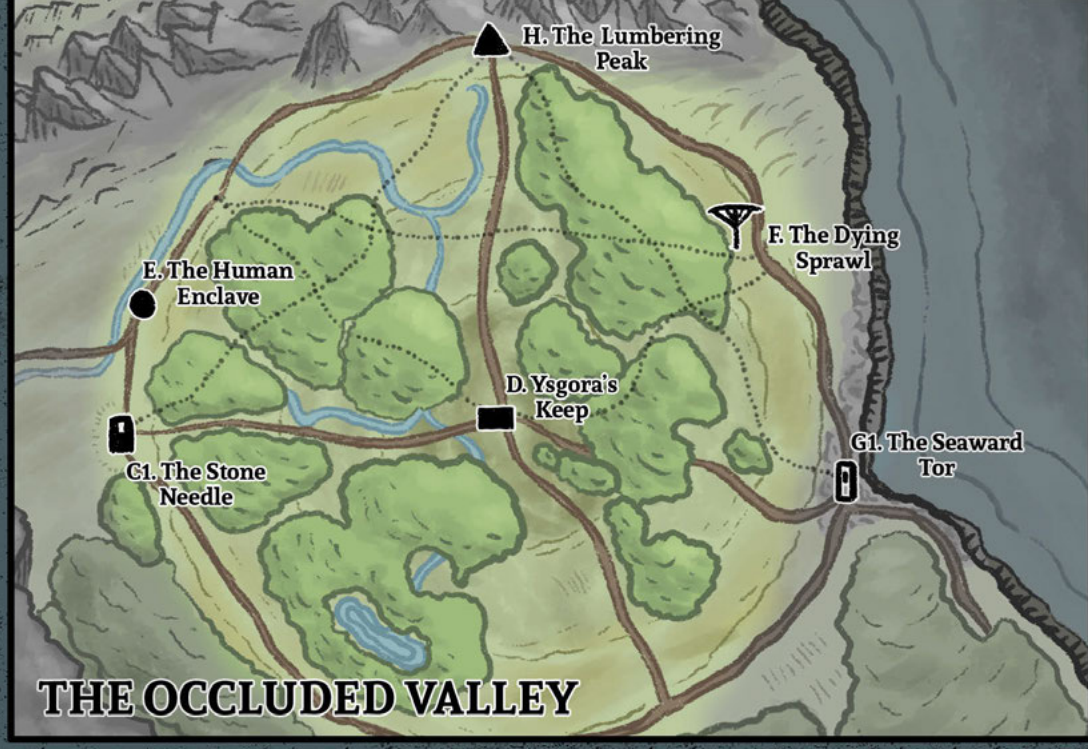
the warding shield from her tower, but darkness conspires against the valley.

Encounters

Moving between points in the **Occluded Valley** results in random encounters:

d6	Western random encounters
1	Brown bear fighting with two dire wolves over the body of a wild elf
2	Wild owlbear defending a cave and dead druid master
3	Three men from the Human Enclave (E) fishing in a stream
4	Ettin sleeping around a campfire; one of the heads is awake
5	Zombie wrapped up in a thick vine, struggling absently (<i>undead</i>)
6	Giant elk bursts from the forest across the trail

d6	Eastern random encounters
1	Vine blight drawing victims in and taunting them when entangled
2	Dying hill giant , swarmed by four zombies , a shadow , and two ghouls (<i>undead</i>)
3	Ogre zombie bursts from a ruined cottage (<i>undead</i>)
4	Roving berserker covered in scars, rough furs and with trained hyena
5	Flying monstrosity repeatedly flying into an invisible barrier far overhead until it eventually breaches and turns to ash that falls to the ground
6	Black corruption sprawling from a belching sinkhole, killing all vegetation it touches before fading away



A. DOWN TO THE VALLEY

A well-worn road weaves through a dense thicket, as ominous woods and eerie silence surrounds you. The path eventually snakes to a wide vista and the land opens before you.

- In the distance the **eastern road** curls into a heavily forested and misty valley

Misty valley. Far in the distance, down through jagged hills and reaching trees. A sharp mountain peak is just visible in the dim moonlight.

Encounters

Chromatic bird (*conjuration*). The bird emerges from the darkness, shining brilliantly. Dives and darts in the distance, as if beckoning them to follow

east. The bird flies into the distance, lighting the way.

Eastern road.

d6	Random encounters
1	Loud flap of wings far overhead; the shadow of a draconic form against the moon
2	Ghast sitting atop an abandoned house, instructing a ghoul to force its way in (<i>undead</i>)
3	Distraught woman about to hang herself from a tree; she's a werewolf (<i>transmutation</i>)
4	Green hag luring someone into a trap; whispers in the dark (<i>fey</i>)
5	Water weird guarding a fresh stream (<i>elemental</i>)
6	Wailing spirit flies overhead and disappears (<i>undead</i>)

B. THE VALLEY ENTRANCE

Dawn breaks over rugged mountains as the road reaches a crude cobblestone bridge. A wild river rushes underneath as mist creeps along the forest floor.

- Road framed by dense **forest**
- Striking **stone outcropping** visible in the distance to the south
- **Shadowed forms** move far above the clouds in the distance
- Road diverges to the **north** and **south**

Surrounding forest. The trees ahead appear greener and more vibrant. Birds sing from deep within woods and the low-level scent of decay recedes.

Stone outcropping. Jutting into the lightening sky is a natural tower formed from rough grey stone. From this distance it looks like a stone needle. A small trail of smoke curls from the peak.

Shadowed forms. Just visible past the stone needle, high above the earth, shadowed glimpses of creatures soaring through the air. Twisted forms seemingly repelled by an invisible barrier as they seek to fly lower.

Exits

→ North to the Village Outskirts (E1):

Northern road. More travelled, with fresher tracks and recent signs of use.

Further up the road is a rickety horse-drawn cart, heading south. Two figures on the cart, one heavily pregnant.

Ahead of the travellers, crouched in the dense brush on the side of the road, is a group of armed men (*Perception DC 12* to spot them).

See bandit attack in **Encounters**.

→ South to the Stone Needle (C1):

Southern road. Winding narrowly between tall trees, leading in the direction of the stone needle.

Encounters

Bandit attack. The travellers seem oblivious to the bandits, the man holding the reins and the woman resting her head against his shoulder.

The bandits ambush the cart if not stopped.

- **Bandit captain** (flail, 1d8 bludgeoning)
- 4 x **bandits** (shortsword, 1d6 piercing)
- The captain flees if reduced to 15 hp; the bandits flee if the captain is killed or two or more bandits are killed

Boha [Bo-ha] (man) and Vlasta [Vuh-las-ta] (woman). Travelling from Novrybi [*No-vree-bee*] (the Human Enclave) to the Stone Needle to meet with the Green Lady.



Bandit Captain

Expecting parents travel to the druid who casts the bones for the baby.

They've brought a modest offering of gold and food.

Knowledge:

- **Novrybi** was founded by refugees from **Krasnaloz** [*Kraz-na-lozz*] decades ago
- The chromatic bird belongs to the **Green Lady**
- Most of the villagers are afraid of her but they also rely on her **divinations**
- They're currently halfway between the druid and their village; Boha wants to **return home** but Vlasta wants to **see the druid**
- "What should we do?"
- Return to the **Village Outskirts (E1)** or continue on to the **Stone Needle (C1)**.

Treasure

If slain, the bandit captain has the following on him:

- **Crude map** showing route between the village and the stone needle with ambush site marked
- Half-chewed dried meat and empty waterskin



C1. THE STONE NEEDLE

From the base, the spire appears to pierce the sky, misty clouds obscuring the peak. An exquisitely-crafted cobblestone pathway winds upward around the ascent, leading to smooth stone steps seemingly formed from the spire itself.

Climb to the top.

→ **If accompanying the pregnant couple:** Boha ties the horse to a crude hitching post and helps Vlasta down from the cart; they both start toward the path

- The closer to the top the thinner the air becomes; the steps eventually lead to a perfectly round **wooden door** built into the side of the spire
- Burnished brown doorknob gleams at the centre

At the peak.

- From the stone outcropping the valley's vistas reveal themselves, jagged mountains surrounding rolling lush forests and hills
- **Squat mountain** to the northeast and an **enormous white tree** in the distance to the east
- Directly to the east, in the base of the valley, is an ancient **grey stronghold**
- To the north is a **ramshackle settlement** built next to a river

Encounters

Chromatic bird (at the base). Appears with a melodic cry, brilliantly multi-coloured. Swoops past, trailing a rainbow of light. The bird is small, resembling a wren but with brilliant blue

and green feathers. Flies up to the peak and disappears out of sight.

→ **If accompanied by the pregnant couple:** Boha nods to Vlasta, who walks to the door.

- She takes a small bundle from her satchel and places it on the polished stone ground. "Green lady, accept this gift and in exchange accept us into your home." The door opens.

C2. HEART OF THE NEEDLE

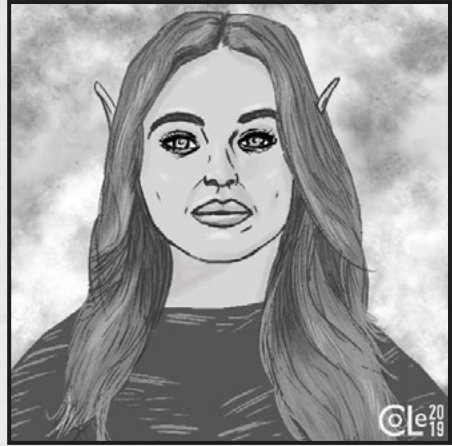
Warm, welcoming, and cosy home built within moss-covered cave walls. Standing in the centre of the room is a diminutive gnome woman draped in a flowing dress the colour of fresh grass. She's surrounded by nature, blossoming flowers, soft brown mushrooms. There's a tiny blue and green wren perched trilling on her shoulder.

- Filled with **scents** of intoxicating incense, fragrant herbs, and bubbling stew
- **Babbling brook** runs through the centre of the room, disappearing into a gap in the stone
- Crude looking **ladder** propped against the rear wall, leading up

Gnome woman. Long green hair flows down to her knees, skin a pale brown, amber eyes.

Roleplaying notes:

- **Initial reaction:** Friendly
 - **Personality:** Serious but playful, wise yet mischievous
 - **Motivation:** To protect the Stone Needle, the Occluded Valley, and all its residents; to maintain the balance of good and evil
- Roywyn [*Roy-win*], Guardian of the Occluded Valley, The Green Lady (see **Appendix I, page 91**)
 - She helps whoever asks; years ago, pregnant women from Novrybi started coming to her to augur the futures of their unborn child
 - “My divination is simple: I check the



Roywyn the Green Lady

- health of the unborn baby”
- Safeguards the valley inhabitants and seeks to maintain the balance between good and evil; recent **duergar activity** has threatened that balance
- There were two towers in the valley that helped shield it from the vampire Sylva's influence; the western tower is the **Stone Needle**
- The eastern tower, **The Seaward Tor**, was destroyed last year and the shield has been unstable since, weakened on the eastern side of the valley

Encounters

- ➔ If the Colossus has already awoken, see **The Colossus Wakes** after the read aloud text
- After a few minutes speaking to Roywyn, the tower begins to shake and the ground rumbles
 - Roywyn disappears up the ladder with a frantic shout; the ladder leads to a viewing platform on the side of the Needle (see **The Colossus Wakes**, page 14)



THE COLOSSUS WAKES

To the northeast, you see ancient crags roil and heave as the mountain itself shudders and buckles. You feel the movement rumbling through the ground and watch as the jagged mountain peak wrests itself from the land and stands on two titanic weathered legs, a gargantuan humanoid shape. Trees stagger from the impact, scattering countless startled flocks of birds into the air.

The mountain turns, sending moss-covered boulders tumbling. The colossus begins to walk.

- Roywyn is lost in thought before speaking; she didn't expect this for quite some time but now it might be too late
- Duergar found a way to activate the valley's ancient protection, a colossus created as the last line of defence
- Now the Colossus is heading to destroy the Stone Needle, to nullify the protective shield and plunge the valley into ruin like the rest of Boroz
- **Novrybi**, the human enclave, is in the colossus' path to the Needle; failing to stop it in time means **obliteration** for the village and all inhabitants
- The Colossus can be returned to slumber by completing the ritual (see table below for components required)

Four components required to perform the ritual of the Colossus

Component	Aspect	Location
The Song of Stone	Spirit of the humans	Taught by Elder Choir in Novrybi (E2)
The Adamant Staff	Craft of the dwarves	Ysgora's Keep (D)
The Sun's Brilliance	Magic of the elves	Yluufa (F)
The Earthen Willstone	Strength of the land	Given by Roywyn

Knowledge:

- **Novrybi**: Humans have struggled to establish their new community and are beset by bandits and internal strife
- **Ysgora's Keep [Is-go-ra]**: Staff lies deep within the old stronghold, protected by a small army of grey dwarves (duergar)
- The stronghold at the valley centre was once home to a clan of **mountain dwarves** but they were wiped out by the duergar
- Adamant staff will be the most difficult to obtain
- **Yluufa [Ee-loo-fa]**: **Wild elves** make their home in the sprawling white tree and worship her ancient roots
- Wary of outsiders and fear Sylva's agents seek to burn the tree; mistrustful and suspicious

The Earthen Willstone:

- When the Colossus was created, a powerful earth elemental offered itself to protect the valley and took the form of a mountain; this stone holds its will – without it, the colossus is mindless
- Roywyn places her hand against the rough surface of the stone and whispers (in Ignan): "Release to me that which you protect, father stone"



The Earthen Willstone

- Her hand slides into the stone as if into water and when she pulls it out, she's holding a pulsating stone the size of an apple, crackling with shining grey glyphs

She offers the stone. “You must travel around the Occluded Valley and gather the necessary elements for the ritual. But travel with haste, as the Colossus will destroy everything in its wake.

“Once all the items are retrieved, you must scale the Colossus and perform the ritual at its core, a hollow close to the peak.

“Place the Sun’s Brilliance crystal into the mount on the Adamant Staff. Brandish the Willstone and sing the Song of Stone, thereby coaxing the elemental’s soul back into the Colossus. Once this is done, the stone will fall back to eternal slumber. Return here after that.”

Treasure

Roywyn gives the party the following:

- Three **potions of greater healing** (4d4+4)
- Map of the Occluded Valley

The Ticking Clock

The players have less than **10 days** to complete the objectives before the Colossus reaches its first target.

At dawn on the **10th day**, **Novrybi** is destroyed, crushed under foot.

At dawn on the **12th day**, the Colossus reaches The Stone Needle and knocks it down, nullifying the shield and exposing the Valley to Sylva’s darkness.

Travel. Travelling from one location to another on the map takes **1/2 a day**.

Reaching all 5 locations requires a total of **2 1/2 days** of travel.

Objectives. The time required to **complete tasks**, such as retrieving an item or gaining information, varies by location:

Location	Time
C. The Stone Needle	1/2 day
D. Ysgora’s Keep	2 days
E. Novrybi	1 day
F. Yluufa	1/2 day
G. The Seaward Tor	1/2 day
H. The Lumbering Peak	1 day

The time required to complete all tasks is **5 1/2 days**.

Quest timeline. Total minimum time required to complete the objectives, including travel, is **8 days**.

Resting. Long rests cost **1/2 a day**.

Consequences. There are in-world repercussions if either the village or the tower are destroyed (see **Appendix V**).

Reminders. The Colossus’ steps are like thunder and echo around the valley. The party hears them constantly when outside the stronghold.

D. YSGORA'S KEEP

Recessed into the hard-packed earth is a vast stone structure, ancient and weathered. The forest has partially reclaimed it, with dense growth flourishing across the surface. The stillness of the ruins, along with the arched shape, presents the impression of an enormous cairn.

- The air is **still** and the forest is **silent**
- Arched entrance heavily shadowed, carved stone steps leading down to a pair of imposing **granite doors**
- Rests at the junction of the Valley's major **roads**, leading north, south, east, and west

Stronghold doors. Ten feet tall, weathered by the centuries. The stone ground is worn away, deep grooves where the dwarves marched out of the Keep.

The doors open slowly, revealing darkness within (see **Part II: The Lost Stronghold**).

Winding roads. Distant views reveal the nature of the valley; the Keep is at the centre of a vast crater. The roads climb higher the further and further they extend from the Keep.

Encounters

There's a different encounter depending on what time of day the party reaches the Keep:

Time	Encounters
Day	<i>Winter wolf</i> guarding the entrance
Dusk	Duergar raiding party (2 <i>duergar</i> and a <i>worg</i>) preparing for a raid
Night	Two <i>duergar</i> guards drinking and playing dice
Dawn	Duergar raiding party (2 <i>duergar</i> and a <i>worg</i>) returning home



E1. VILLAGE OUTSKIRTS

Destination encounter. The first time the party approaches the human enclave, the following encounter occurs:

Past a dense copse of trees, you see a modest village in the distance. As you attempt to make out further detail, an enormous arrow chunks into the road ahead of you. The arrow is easily as tall as a man.

- This is a greatarrow, shot from a staggering distance (*Insight DC 14* to recognise a warning shot)
- If the party continues moving toward the village there will be another warning shot; the third shot will be to kill (**Greatbow**. Ranged Weapon Attack: +8 to hit. Hit: 1d10+4 piercing damage)
- Far in the distance (approx. 400 feet) is the archer, hiding behind a felled tree trunk, giving *three-quarters cover* (+5 to AC and Dex saving throws)
- **Dense trees** frame the road, making it *difficult terrain* to pass through

→ If **Boha** and **Vlasta** are with the party, they signal to Cythurr, who halts his attacks; he didn't recognize the others with the couple and assumed them to be bandits

Cythurr [*Sigh-thurr*]. Lithe half-elf, nearly 7 feet tall, weathered cloak over battered leather armour. (see **Appendix I, page 88**)

Knowledge:

- **Increased bandit presence** means he's been extra vigilant guarding the road to the village
- Missing **Novak family** taken just



Cythurr

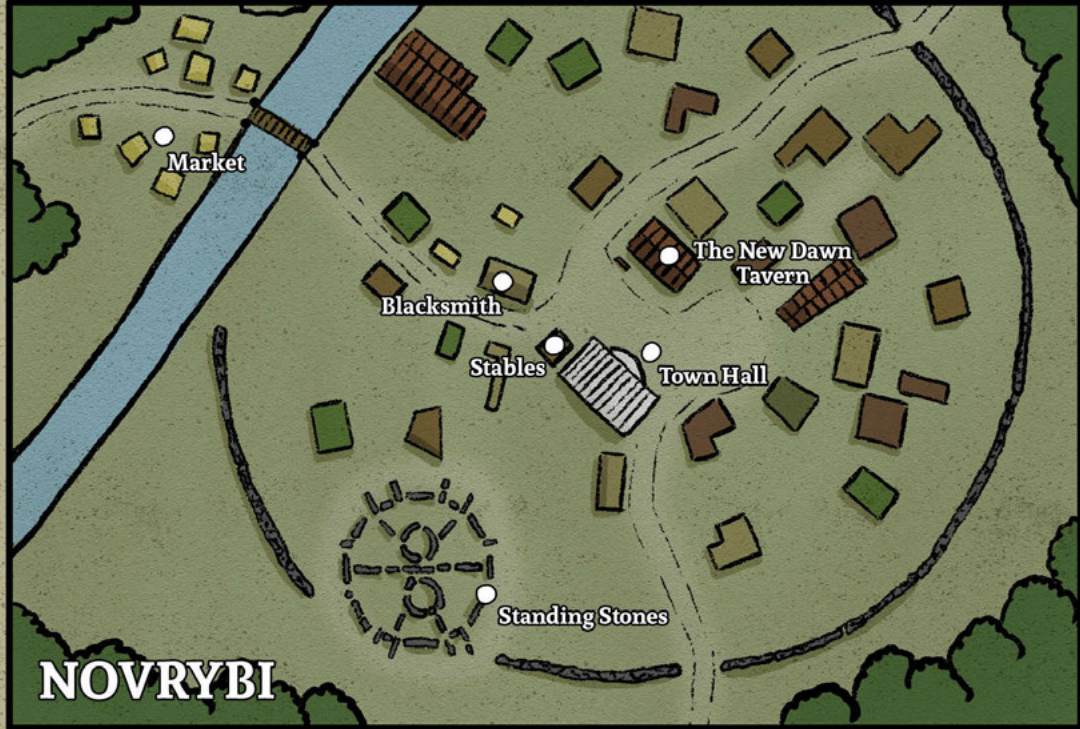
- outside the village last week
- Doesn't trust the **Green Lady** in the Stone Needle but recognises she's helped the village in the past
- Heard tales of ancient magic protecting the valley but never expected the **colossus**

Roleplaying notes:

- **Initial reaction:** Cold at first, will soften if he sees the group means no harm
- **Personality:** Defensive, wary of strangers, hyper alert, soft-spoken
- **Motivation:** To protect Novrybi from attack and warn the village of impending danger; attempts to kill the party if he believes them a threat

Cythurr's secrets:

- Mother was a wild elf, father was a human; ostracised by the elves and barely tolerated by the humans
- The village is all he has left; if destroyed, he'll seek revenge on the party for their failure



NOVRYBI

E2. THE HUMAN ENCLAVE (NOVRYBI)

Ramshackle community made up of a mix of squat thatch-roofed homes and faded canvas tents scattered around a narrow river, a well-trod but stable wooden bridge as a crossing. Stacks of odd rocks make up a crude stone wall surrounding the town.

- Rustic **tavern** at the centre of town
- Smell of fresh manure from **stable** next to a freshly-painted two-story building, the **town hall**
- Traders barking prices from a **market of tents** over the river to the west
- **Old woman** pacing around a squat **circle of standing stones** to the south

DM Notes

➔ If the Colossus has awoken:

- The villagers are **frightened** and near **panic**; a number gather outside the two-story **town hall**
- The villagers eye the party **warily**, especially their weapons

➔ **Colossus has not yet awoken:**

- The village is calm and the people friendly but guarded
- There are several **fishermen** on the side of the river and women and children **wash clothing** on the banks
- The colossus awakens as the party speaks to the **elders** (see **Elder Choir**, page 22)

When speaking with villagers, roll on the following rumour table to determine what they mention:

d6	Rumours around town
1	The dwarves of the stronghold brought ruin on themselves by summoning a demon (<i>partially true</i>)
2	A young boy vanished from the village years ago; his mother thought he was murdered and went crazy looking for him (<i>true</i>)
3	There's a fountain in the stronghold that grants wishes (<i>partially true</i>)
4	The wild elves have developed a taste for flesh (<i>partially true</i>)
5	The Green Lady looks into the future of the unborn and kills those with an evil destiny (<i>false</i>)
6	The marauding bandits are descended from Krasnaloz survivors (<i>true</i>)

Tavern. Freshly painted hanging sign depicting a golden sun over a green valley (*The New Dawn*). Rustic interior, smell of sawdust and stale beer. Balding bartender (**Besek** [*Beh-sek*]) with a drooping handlebar moustache and an obvious comb-over. Smiles never reach his eyes.

Tinctures and Ointments (*Miral* [*Mih-ral*])

Item	Description	Cost
Salve of Renewal	Rubbing the sticky green sap on your chest will coax your humours to greater recovery; regain 1hp every hour for the next day	5sp
Musk Ointment	Place a drop of the yellow wax behind each ear to demonstrate your kinship to the forest; beasts have a 50% chance of ignoring you in combat until the next day	7sp
Bilious Draught	Drinking the bubbling brackish liquid will cause a catastrophic conflagration in your stomach; you spew foul bile at a target within 10 feet who must succeed on a Constitution saving throw or take 1d8 poison damage. Holding in the bile will cause you to suffer the same effect	8sp
Life's Kiss	Applying the red paste to your lips allows you to give the kiss of life; kissing a living creature that has 0 hp will cause them to become stable	1gp

Tavern serves rabbit pie (5cp), goat leg (7cp), and potato and leek soup (3cp). Watered-down ale (1cp) or potent schnapps (2cp).

Blacksmith. Simple covered yard with a forge and anvil. Tall brown-haired blacksmith (**Zlavoi** [*Zuh-lah-voy*]) stooped over, toughened skin pocked with old scars. Wheezes when he talks.

Sells sickles (9sp), javelins (9sp), and handaxes (1gp).

Town hall. Two-story wooden building, gleaming white. The smell of fresh paint lingers in the air, fighting against the ripe manure from the stable next door.

Double doors are open and raised voices drift outside (*Perception* 12 DC to catch the odd word: “grey dwarves,” “kidnapped,” “doomed”).

A child sees the party and runs inside the town hall. A group of elderly humans dressed in white then appear at the door (see **The Elder Choir** on page 22).

Market. Circle of worn canvas tents scattered around a communal fire. Hawkers sell a thin selection of produce, cured meats, and hearty breads.

See the **tables below** for **specialty items**, all of which are **1 time use**.

General supplies (Jara). Limited selection, mainly basic supplies, but sells rope and climbing gear.

Stone circle. The sun shines on a circle of flat standing stones placed in a deliberate pattern.

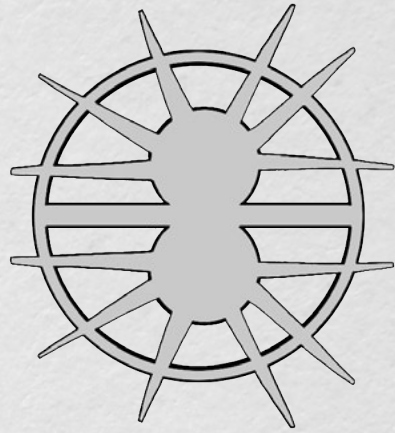
The circle makes up the shape of **Gwair’s sigil**, a sun rising over water (*Religion DC 14* to recognise).

Tended by a hunched old woman (**Radic**, cleric of Gwair) wearing her god’s colours (red, gold, and orange).

Walks counter-clockwise around the circle, movement second nature and deliberate. At every quarter she stops to raise her hands to the sky before continuing.

Knowledge:

- Her father was the cleric of Gwair before they left *Krasnaloz*
- Heard that a **new cleric** was in *Krasnaloz*; “Gods help him; not even Gwair Himself could convince me to step back in that accursed ruin”
- Her father felt the power of Gwair more clearly in the valley, as if another force was interfering in *Krasnaloz* -- something **more powerful than Sylva**



The Sigil of Gwair

If asked for help, will give them the following (“May Gwair’s light guide you and burn your foes”):

Radiant sphere. Delicate crystal sphere with scintillating sunburst inside (see **Appendix III, page 104**).

Radiates light like a torch and can be smashed to dispel darkness and damage foes with the power of Gwair.

Charms and Wards (Zitar [Zih-tar])

Item	Description	Cost
Leaf of the Silvertongue	Brushing the silver leaf against your tongue grants advantage on the next Charisma check; turns green once used	5sp
Clay Firefly	Form the clay square into any shape and tap twice to awaken the firefly inside; it will glow as bright as a torch for 1 hour	5sp
Crystal Phrase	Whisper a phrase of up to ten words into the small crystal sphere; the sphere will bounce once for every word of the phrase, speaking each word aloud before shattering on the last bounce	9sp
Pixie’s Shield	Wear the coin-sized wooden shield around your neck and scratch the surface with your finger - you’ll have resistance on the next physical attack; the shield splits in two once used	1gp

ELDER CHOIR

- Five elderly humans (3 women and 2 men) dressed in white robes
- They speak as one, voices in harmony

Roleplaying notes:

- **Initial reaction:** If the colossus has awoken, welcoming yet guarded; if not, suspicious and mistrustful
- **Personality:** Practical, taciturn, serious
- **Motivation:** To protect Novrybi and ensure the village prospers; to have the Novak family returned home or to grieve and move on

Knowledge:

- “We forswore our names long ago. We are simply the choir.”
- Some of the survivors from the group who left Krasnaloz 60 years ago
- Fled Sylva’s tyranny after she took all the **children** one night; none of them were ever seen again
- The Green Lady serves a purpose but they shouldn’t be so beholden to an outsider (ie. non-human)

- The wild elves to the east are isolated and unpredictable; the village stopped trading with them after the blight appeared last year – “We can no longer trust their harvest”

The Elder Choir’s secrets:

- There hasn’t always been peace in Novrybi; a faction split from the survivors years ago, devoted to leading a new nomadic way of life
- These **Valley Nomads** live in the rugged forests, living off the land and worshipping the forces of nature
- The nomads are roughly organised into a handful of disparate **clans**; in recent years, some of the clans have resorted to banditry, carrying out raids on Novrybi and the wild elves
- There are villagers who remain loyal to the Nomads (including one of the **Choir**) and sneak information to the bandit clans, seeking to undermine and destabilise the village

The Elder Choir



➔ **If the Colossus has not already awoken**

After speaking with the elder choir for a few minutes, loud rumbling fills the air and the ground begins to shake. The choir are alarmed and look to the northeast mountain (see description in **C2, Encounters**, page 12).

Elder Choir:

- Initially panicked by the **Colossus** but recognise the time has finally come
- **The Green Lady** in the **Stone Needle** needs to know what happened; “she will know what to do and she will need your help”
- Offer to teach the Song of Stone to the party; “you will no doubt find use of it soon”

The Quest

- Grey dwarves snatched a family of five, the **Novaks**; taken to the old dwarf stronghold
- Agree to teach the party the song if they swear an **oath** to either return **any surviving members** of the Novak family or **proof** of their **fate** (see **Oaths in Boroz** sidebar)
- Lost their previous generation of children to Sylva; refuse to lose another
- If the party consents:

The choir encircles the group, hands linked; the woman at the head of the choir withdraws a small silver knife from her robe and slices her hand, blood dripping onto the ground. She hands the knife to the next choir member, and, one by one, they repeat the process until there’s a circle of blood drawn around the party.

- “You have hereby been bound by the oath of the land; this oath is paid in blood. If you break the oath, your *red debt* will be collected.”

The Song of Stone

- The choir forms a tight circle, arm in arm:

You hear the sound of low stone rumbling, resonating outward from the choir; the ground begins to hum and shiver, the noise travelling up through your feet and legs. As the deep sound washes over you, the tones and harmony reverberate in your mind. The choir staggers back, exhausted.

- If ready to complete the ritual, see **Part IV**

Oaths in Boroz:

- Ancient magic, now lost to memory, governs the **taking** and **breaking** of oaths in the realm of Boroz
- Oaths are bound with blood; you pay with blood to **form the oath** (*the red price*) and pay with blood if the **oath is broken** (*the red debt*)
- **The Scarlet Jack** (**Appendix II, page 97**) is the manifestation of the red debt and seeks out those oath-breakers marked for collection

F1. IN THE SHADOW OF THE TREE

Destination encounter. The first time the party journeys to Yluufa, they experience an encounter with a human nomad and a wild elf hunter.

The nature of the encounter changes depending on whether the group came directly to Yluufa or explored Ysgora's Keep first:

→ If the party travelled to **Ysgora's Keep (D)** first, the following encounter occurs:

Light glints off metal in the distance. Partly concealed by the dense forest, you see two bodies splayed out on the ground, one on top of the other.

- Dishevelled **human man** in rough furs and wielding a shortsword, lying on his back
- Tall **elfen woman** wearing pale clothing lying face down on top of the human

Human. Throat torn out and body covered in fresh scratches. Skin is weathered and drawn.

His left arm has been stripped of flesh, partially devoured.

Elf (magic). Mouth covered in blood, body twisted and warped, flesh oozing with tumescent purple boils.

Several fresh cuts on her body, including a fatal chest wound. Her clothing is woven with strong natural fibres, pale and stiff.

→ If the party travelled to **Yluufa** first:

Light glints off metal in the distance. You hear a masculine raised voice. Partly concealed by the dense forest, you spy two forms squaring off against each other.

- Dishevelled **human man** in rough furs and wielding a shortsword
- Tall **elfen woman** wearing pale clothing, eyes wild and teeth bared like an animal

Human. Skin is weathered and drawn, body covered in bloody scratches.

Eyes are wide in a near panic. Yelling at the elf to stay back.

Elf (magic). Much taller and thinner than a typical elf. Body twisted and warped, flesh oozing with tumescent purple boils. Several fresh cuts on her body. Clothing is woven with strong natural fibres, pale and stiff.

Conflict. Both figures are aggressive and in some form of combat.

The human wields his sword defensively and the elf looks frenzied (*Insight DC 12* to read the situation).

Encounters

- Human (**bandit**) responds to the group but the elf ignores all attempts at communication and attacks if confronted, snarling and biting
- **Corrupted elf** (**Appendix II, page 95**)
- The man, Voytek, was gathering herbs in the woods when ambushed by the crazed elf; from a clan of nomads in the valley
- Heard some of the elves had gone feral but hadn't believed it until now



F2. THE DYING SPRAWL (YLUUFA)

An enormous tree nearly blots out the sky, with pale branches reaching outward topped by shimmering silver leaves. Strange wooden structures hang from the strongest limbs and a network of ropes criss-crosses the sprawl.

- Tall, lithe **figures** move among the hanging structures, effortlessly scaling the connecting ropes; a number stand watching, holding elegant **curved bows**
- **Circular huts** cluster around the base of the tree
- **Shaded path** leads down into a cavern under the tree, through a tangle of gnarled roots
- Some of the grey branches are speckled with **sickly purple growths**

Tall figures. Resembling elves, though taller and thinner, with silver skin and hair. They move with unnatural grace, dressed in pale garments that blend into the colours of the tree.

The structures look like huts built into the branches of the tree, joined by ropes.

The bows the sentries wield are taller than an average longbow. Most have an arrow nocked and watch the party intently (*Insight DC 12* to realise they'll attack if provoked).

Circular huts. Partially concealed by the dense forest. Constructed from the tree's pale branches, tied with strong rope.

Some of the strange elves peer out, holding back inquisitive young. Most of

the elves in these huts appear older or are holding children.

The strongest elves live off the ground in the branches while the children and youth live on the ground with the elders no longer able to navigate the treacherous climbs (*Investigation DC 14* to recognise the hierarchy).

Cavern path. Guarded by six of the tall elves, each wielding a long pike and a curved kukri in their belts. The path continues down behind them, soft white light emanating from within.

Purple growths. The eastern side of the tree is speckled with mottled purple growths, spreading from the roots. These are visible throughout the tree and the branches with the heaviest concentration look grey and withered.

Encounters

There are several ways to approach retrieving the crystal, some more difficult than others:

Diplomacy. Medium difficulty (see **Niserie the Elven Queen**, page 27).

Stealth or combat. Very hard difficulty, due to the well-defended nature of the tree.

There are 20d4 wild elf archers watching the road at all times (**scout** NPC archetype, *Perception* +5) and 6 wild elf guards patrolling the cavern path (**tribal warrior** NPC archetype).

Inside the cavern protecting the crystal is Niserie (9th level ranger, *Perception* +4) and 3 wild elf warriors (**veteran** NPC archetype, *Perception* +2).

If the crystal is successfully stolen, the party will be pursued across the valley by 2 archers and 1 veteran for each member of the group.

NISERIE THE ELVEN QUEEN

As you draw closer to the tree, the guards at the cavern path separate and a lone figure walks out. The elves in the trees draw their weapons in defensive stances.

Niserie [Nih-zer-ee] (magic). Female elf, seven feet tall, silver hair, pale skin, barefoot. Dress is the colour of the tree branches and looks woven from strong fibre. Slight frown on her face (see **Appendix I, page 90**).

Roleplaying notes:

- **Initial reaction:** Unfriendly (neutral if there's an elf in the party); becomes hostile if the party is aggressive or belligerent
- **Personality:** Aloof, dismissive, arrogant
- **Motivation:** To protect the elves and their home at any cost

The six guards close ranks behind her, alert eyes watching the party (*tribal warrior* NPC archetype).

Generally unwilling to speak but provides the following:

- **Niserie**, Queen of the Forgotten Elves
- Recognises the danger of the colossus but have more **pressing concerns**
- The vampire **Sylva** wants to destroy their home, **Yluufa**
- Unconcerned with what happens to the **humans** or the **gnome** on the other side of the valley
- Regret the loss of the **dwarven stronghold**; “keen craftsmen and warriors”
- **Duergar** have stepped up their

attacks in the last year

If the party have the **Earthen Willstone** in their possession (the elf queen senses its power) or if there's an elf or half-elf among them, Niserie provides additional information.

Key information:

- Fighting against a **magical corruption** eating away at the tree's roots, began **last year** after the Seaward Tor (eastern tower) was destroyed during a freak tsunami
- Using the magical energy held within the **Sun's Brilliance** to purge the corruption but it's a never-ending struggle; if they give away the crystal, even for a day, the corruption could spread unchecked throughout the roots and kill the tree from the inside
- The corruption first appeared on **elven scouts** who'd returned from investigating the ruined **Tor**; they died shortly after returning to the tree

Lore information:

- Yluufa has been growing here for thousands of years; the **roots** extend around the entire valley
- Niserie was among the group that constructed the towers, along with **Roywyn**, **Wayland the Smith**, and **Leikalf [Lie-kalf] the Elven Wizard**
- **Wayland** the dwarf was slain in the duergar attack on the stronghold
- **Leikalf** lived in the Seaward Tor but left over 100 years ago

The Sun's Brilliance:

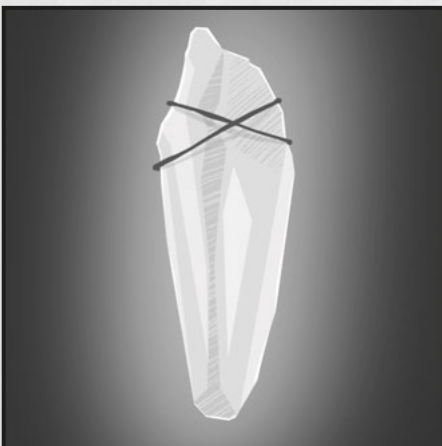
- Unwilling to hand it over as it's the only thing keeping them alive
- If the **corruption** could be **stopped** or **purged**, they will agree to entrust the adventurers with the crystal

Purging the Corruption:

- Elves know the corruption is somehow linked to the destruction of the **Seaward Tor** but can't get close enough to investigate properly as it's particularly deadly to them
- Niserie asks the group to travel to the Tor and do what they can to end the corruption
- The wild elves are connected to the tree and she will know when it's done
- "Do this and I'll give you the crystal"

After killing the Violet Pudding:

- Returning to **Yluufa**, the purple corruption on the tree has vanished, revealing grey dead patches on the pale bark
- The elves are singing, a wordless song that resonates in the trees around them
- Half a dozen wild elf scouts swing down from the sturdy ropes; they greet the party and thank them in broken Common
- **Niserie** appears from the cavern and approaches, carrying a shining crystal shedding impossibly white light



The Sun's Brilliance



Niserie

- "The corruption is gone; even now I can feel Yluufa regaining her strength."
- Asks what the source of corruption was; if told about the violet pudding: "I never trusted that wizard. I ignored my instincts because of the help he offered. He never cared for this land, only for what power he could take from it."

Receiving the Sun's Brilliance:

Niserie solemnly passes over the scintillating crystal, eyes bright. The artefact thrums with energy. She nods to you, face resolute.

- If ready to complete the ritual, see **Part IV**



G1. THE SEAWARD TOR

The path opens to a rocky crag on the edge of jagged cliffs. The remnants of a once-great tower lay strewn across the weathered road and forest, ancient trees toppled and broken by the force of the collapse. The squat base of the structure remains intact.

- **Thunderous sound** of crushing waves breaking against the cliffs drowns out all noise
- **Smell of the sea air** masks the fragrant forest vegetation
- Cracked and crumbled **stone blocks** form the tower's base
- Solid **wooden door** is warped but still in place
- Most of the **jagged cliff** around the tower fell away into the sea

Tower base. What's left of the tower is in crumbling ruin, weathered stone blocks cracked and smashed.

Elements of the walls remain but the tower has been effectively reduced to one floor.

Tower door. Once-ornate carved wooden door has been warped and twisted by moisture and decay.

The door is impassable, blocked by something on the other side.

Exits

→ **Down into the Ravaged Laboratory (G2):**

Smashed roof. What was once the first floor of the tower, polished flooring over thick wooden beams, is broken and smashed, leaving a gap big enough to climb through.

Broken furniture and debris are visible inside, along with smashed vials and ruined books.

Encounters

Shortly after the group starts investigating the ruins, an elven figure climbs out onto the broken roof from inside the tower and attacks.

Tall, thin limbs, feral look in its eyes, covered in oozing purple boils.

- **Corrupted elf** (**Appendix II, page 95**)
- One round after combat starts, **two more** emerge from the forest to join the fight

G2. THE RAVAGED LABORATORY

The stench and ruin is oppressive, debris mixed with shattered stone and pools of stagnant water. There's little left of the wizard's laboratory that was.

- **Pungent odour**, mix of decay, rot, and mildew
- Mouldy bits of **broken furniture**
- **Overtaken bookcases**, books scattered
- Shattered **glass vials** with horrific growths inside, yellow and purple
- Foul-smelling **drain** at the centre of the stone floor

Ruined bookcases. Hundreds of sodden books strewn about, pages torn, spines warped, writing washed away.

Broken vials (magic). Shattered beakers and vials still in wooden trays.

Small amounts of vile-smelling liquid, some the same colour and consistency of the boils seen on the corrupted elves (*Investigation DC 12* to make the connection).

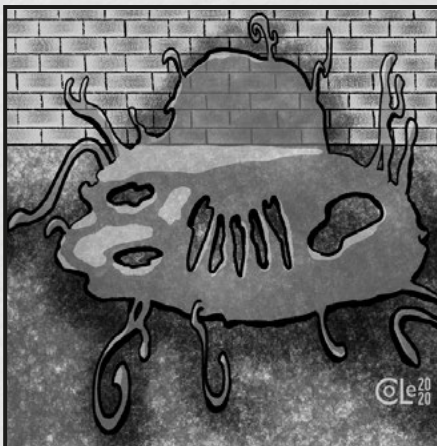
Foul drain (magic). Circular corroded metal, half a dozen openings, each an inch wide. Purple discolouration on the surface.

Exits

→ **Onto the roof of the Tor (G1)**

Encounters

If anyone disturbs the drain or the purple liquid in the vials:



You hear a wet squelch from the foul drain and the room fills with the horrendous stench of decay. The rusted metal lifts slightly as you see a terrifying gelatinous horror sluicing out, an undulating mass of sickly purple phosphorescence 10 feet across.

- Those around the drain needs to make a *DC 14 Dexterity* saving throw or take 5 necrotic damage from the pudding's corruption
- **Violet pudding (Appendix II, page 101)**
- Attempts to **flee** and squeeze through the stuck door if reduced to 10 hp
- When slain, all trace of the corruption dissolves (on the corrupted elves, vials, and on Yluufa)

Treasure

The violet pudding dragged something out of the drain, thin strands of clay that draw back together, merging back into a solid block:

Formless Clay. Seemingly mundane block of pale grey clay, six inches in diameter (**Appendix III, page 103**).

PART II: THE LOST STRONGHOLD

Background

- **Ysgora's Keep** was founded thousands of years ago by a clan of mountain dwarves, the **Steelbreakers**
- The Keep was split into two halves, each representing one facet of dwarven life
- The western half was dedicated to the arts of craftsmanship and worship of **Volundr** [*Vo-lun-dur*], god of the forge
- The eastern half worshipped Volundr's brother **Egil** [*Ay-yul*], god of battle; these dwarves were warriors and were dedicated to defending each other and the valley
- 100 years ago, the dwarves' greatest enemies the **duergar**, grey dwarves from deep underground, breached and stormed the stronghold; the fighting was swift and brutal and marked the end of the Steelbreaker clan
- The duergar have since made the Keep their home, largely keeping to themselves but carrying out sporadic raids on the valley surface
- Recent years have seen a new ruler come to power among the duergar, a mad and ruthless zealot, **Dromph the Insane** [*Duh-romf*]
- In his drive to breach the stronghold and push the duergar further into the valley, Dromph delved too deep into the crater underneath Ysgora's Keep and encountered a terrifying eldritch presence slumbering in the ephemeral space between reality and nightmare, **C'tegra**
- This nightmare being obliterated Dromph's will and fills his mind with whispers, urging him on to greater destruction

Running the Dungeon

Layout. Each room has a mini-map that shows the main exits, secret doors or walls, and whether there are any enemies.


There are multiple paths through the dungeon, but the main path leading up the middle is closed off initially.

Lighting. Unless otherwise specified, all rooms are completely dark.

Language. As this was a dwarven keep, all written and inscribed language is *Dwarvish* rather than *Common*.

Duergar areas. The grey dwarves have free run of the Keep but stick to the same cluster of rooms, either through habit or necessity (as some areas are too dangerous for them).

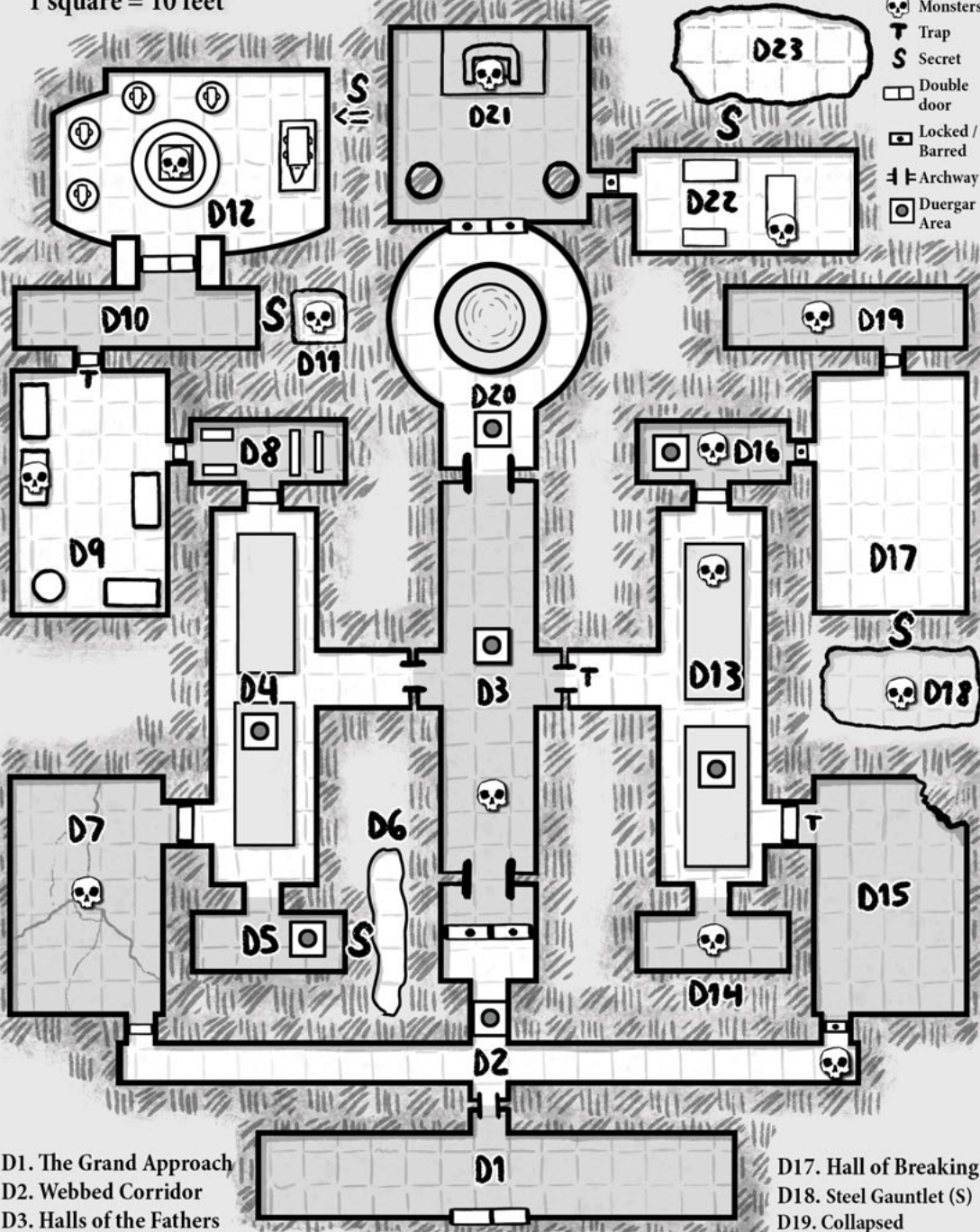
Encounters with duergar or their minions can occur when resting in rooms **D2, D3, D4, D5, D13, D16, or D20**.

These rooms are marked on the map with . When resting in any of these rooms, roll on the following table:

d10	Encounter
1	Returning raiding party (3 <i>duergar</i> and 2 <i>worgs</i>)
2-3	Lone <i>duergar</i> absent-mindedly patrolling
4	1d4 wailing dwarven <i>specters</i> materialise
5-10	No encounter

Caution. **Ysgora's Keep** is filled with danger and a careless group of adventurers will easily stumble across a deadly encounter if not prepared.

1 square = 10 feet



- ☠ Monsters
- T Trap
- S Secret
- ☐ Double door
- 🔒 Locked / Barred
- ≡ Archway
- ⊗ Duerger Area

- D1. The Grand Approach
- D2. Webbed Corridor
- D3. Halls of the Fathers
- D4. Hall of Echoes
- D5. Ransacked kitchen
- D6. Lost Cellar (S)
- D7. Broken Stone Quarters
- D8. Athenaeum
- D9. The Cunning Workshop
- D10. Arcanum
- D11. The Stone Cradle (S)
- D12. The Forge of Volundr

- D13. Hall of Iron
- D14. Butcher's kitchen
- D15. Spartan Quarters
- D16. The Rotted Kennel

- D17. Hall of Breaking
- D18. Steel Gauntlet (S)
- D19. Collapsed Armoury
- D20. Fountain of Fate
- D21. The High Throne
- D22. Ysgora's Tomb
- D23. Earthen Vault (S)

D1. THE GRAND APPROACH

Ancient hall hewn into worn granite, marked with centuries of heavy dwarven feet.

- Oppressive scent of **smoke** and **sweat** soaked into the stone
- Broken **dwarven skulls** skewered on barbed pikes
- Crushed and scattered **animal bones** strewn in piles
- Impressive **stone archway** to the north

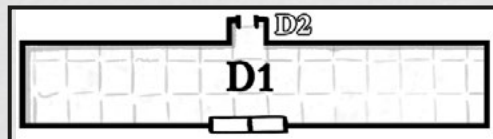
Dwarven skulls. Decades old, crushed and split by a variety of crude weapons.

Animal bones. From a variety of animals. Visible signs suggest carnivorous predators had been using the area as a lair.

Exits

→ North to Webbed Corridor (D2):

Stone archway. Finely crafted, intricately carved with dwarven runes corresponding to family names and histories of the mountain dwarves.



D2. WEBBED CORRIDOR

Wind whistles from the shadows as the archway leads to the centre of a long narrow stone corridor.

- Hallway continues north, leading to imposing **double doors**
- Fades into darkness to the **east** and **west**
- Intricately **carved stone** on all surfaces

Ornate double doors (barred from the other side). Chiselled marble, delicate carvings in exquisite detail. The left door depicts dwarves toiling at craft, hunched over work benches, forging weapons at anvils, carving scrimshaw.

The right door depicts armoured dwarves preparing for war, sharpening weapons, training with masters.

Western corridor. The further down the corridor the more a pungent musk begins to fill the senses. Some sort of enormous beast is close.

Eastern corridor (spider). Wind picks up, blowing stronger. Pristine stone floor is pockmarked in odd patterns. Closer inspection reveals the stone's been eaten by drops of acid (*Nature DC 14*).

Wispy strands of delicate spider webs visibly float in the wind.

Spider webs. Surprisingly strong, they take several hits to successfully cut. Ignites immediately if put to torch.

Several humanoid-sized forms are cocooned within the webs. These are duergar, dead in the last month and drained of all moisture (*Medicine DC 14*).

Exits

→ **East to the Spartan Quarters (stuck) (D15):**

Stuck door. Covered in heavy layers of spider webbing. These can be burned or hacked away with slashing weapons.

→ **West to the Broken Stone Quarters (D7):**

Cracked door. Criss-crossed with significant cracks, as is the door frame and floor, as if struck by something massive. The door does not open easily but can be forced.

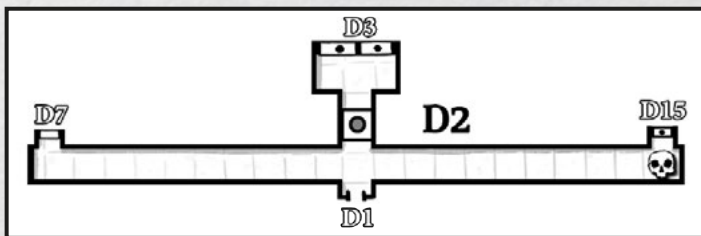
Encounters

Two squat furred spiders nest within cracks in the wall and attack when their webs are disturbed, bursting forth in a cluster of gangly bristled legs.

- 2 x ***giant wolf spiders***

After one wolf spider is killed, two enormous hairy shapes fall from the shadows covering the ceiling.

- 2 x ***giant spiders***



D3. HALLS OF THE FATHERS

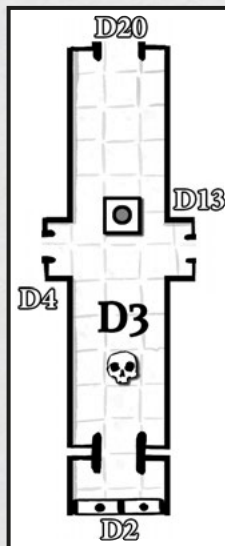
Once great hall reduced to rubble-strewn ruin, torn and tattered rugs among broken and rotting furniture. Carved reliefs on the stone walls have been scratched and defaced.

- Fresh **torches** burn in ancient iron sconces
- **Broken statues** line the sides
- Massive **feasting tables** cracked and smashed
- Ancient **bloodstains** spattered across the walls and floor
- Rough stone floor covered in piles of **broken debris**
- Dim archways lead to the **north, west, south, and east**
- (Aura of *undead*)

Smashed statues. Remnants of smashed statues line both sides of the hall. The western side depicts dwarven craftsmen and the eastern side depict armoured warriors.

Grand feasting tables. Two massive squat stone tables nearly fill the length of the long hall, partially smashed and covered in debris. An ugly circular scorch mark mars the smooth surface. Smashed wooden chairs rot in the damp air.

Spattered blood. Covering the tables, walls, and floor. The blood is ancient, long dried to a dingy brown.



Debris. The ground is covered in smashed furniture, stone rubble, and broken pieces of armour and weapons.

Exits

→ **North to the Fountain (D20):**

Northern archway. Dim light and the echoing sound of running water. Ornate round fountain through the arch.

→ **East to the Hall of Iron (D13):**

Eastern archway. Light from the torches ends before the archway. Mud and grass on the stone floor (*Survival DC 14* to determine these are fresh tracks, left in the last few days).

Faint sound of low chatter and rough laughter (*Perception DC 14* to detect).

→ **South to the Webbed Corridor (barred) (D2):**

Southern archway. Fresh torches lit past the archway. Double doors are barred from this side by a heavy wooden beam.

Fresh drag marks near the doors, made up of grass and mud.

→ **West to the Hall of Echoes (D4):**

Western archway. Flickering light and soft sounds of dripping water.

Squat stone tables visible past the archway.

Encounters

As soon as the party enters the hall, a dry, bored voice calls out to them.

Penglog [*Peng-log*], a *flameskull* (*magic, undead*). A flaming skull, bright green, flies down from the stone ceiling, bathing the room in green light.

Roleplaying notes:

- **Initial reaction:** passing interest, will defend himself if attacked or provoked
- **Personality:** jaded, scornful, dismissive, talks about the good old days
- **Motivation:** To protect himself and Wayland, to help Wayland recover his helm
- Won't **help** unless the group recovers Wayland's helm
- Won't **hinder** unless Wayland is threatened or injured
- **Attacks** the party if they retrieve **Ysgora's Helm** and refuse to return it to **Wayland**

Knowledge:

- **Adamant Staff.** Maybe in the **forge**, in the western wing, heard some **smithing** going on there recently
- **Little human girl** hiding somewhere in here

- **Penglog the Flameskull's Secrets**
- Once a powerful dwarven sorcerer, among the first dwarves to arrive in Boroz; helped found Ysgora's Keep
- Burned to a crisp by a red dragon 2000 years ago
- Skilled dwarven necromancers preserved his spirit inside his skull; he stayed around to advise them
- Over the centuries he lost touch with the living, preferring to

commune with the spirits of the dead

- The dwarves began relying less and less on his counsel, seeing him as more of an annoyance
- Wayland/Volundr still considers him a trusted ally and Penglog remains steadfastly loyal to the smith

Treasure

A number of expertly-crafted weapons buried in the debris on the ground:

- **Dwarven waraxe** (1d8 slashing or piercing; versatile 1d10)
- **Dwarven greathammer** (2d6 bludgeoning; heavy, two-handed, reach)

D4. HALL OF ECHOES

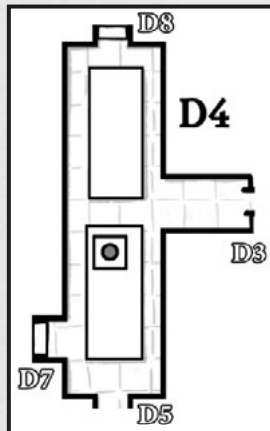
Eerily-lit derelict dining hall, broken rubble covering the stone floor. Two long stone tables lay upturned and cracked.

- Western wall lined by smashed and defaced **sculptures**
- **Ceiling** made of rugged stone inset with shining ore and sparkling gems, scintillating specks of light dance on the surfaces of the room
- **Sounds** in the hall reverberate and mix with intermittent drips, as if in a **deep cave** underground
- Intricately carved **wooden door** to the north
- Open passage leads south to a **ransacked kitchen**

Defaced sculptures. Remnants of what were once carved dwarven busts and reliefs. What figures still intact have been defaced by deep gouges and ugly dark stains.

Enchanted ceiling and sound (*illusion*). Something unnatural about the way worked stone walls fade into a rough cave ceiling.

A powerful illusion has replaced the room's stone ceiling with the image and sounds of a dwarven cave (*Arcana DC 12* to recognise the spell was cast by a skilled magic-user).



Exits

→ **North to the Athenaeum (D8):**

Northern door (*magic*). Carvings depict an open book bursting with radiant power.

→ **East to the Halls of the Fathers (D3):**

Eastern archway. Torch lit hall strewn with broken furniture.

→ **South to the Ransacked Kitchen (D5):**

Southern passage. Remnants of a kitchen, smell of old food and rot.

→ **West to the Broken Stone Quarters (D7):**

Closed Western door. Strong smell of musk and soil.

D5. RANSACKED KITCHEN

Ransacked shelves above rustic wooden counter-tops. Piles of charred bones lay stacked on the fire, long cold. Ambient light from the hall casts a soft glow.

- Ancient **smell** of **cooking grease** and **onions** lingers
- Enormous squat **cast iron cauldron** cracked and on its side
- Smashed plates, dented tankards, and **strewn rubbish** covers the cold stone floor
- Rotted **potato barrels** piled up on the eastern wall, strong **smell** of **earth** and **damp**

Rubbish pile. Some items don't belong in a kitchen, such as fragments of the broken dining tables (*Investigation DC 12* to determine it's been deliberately placed to cover tracks).

Potato barrels. Stack of rotted out barrels, filled with long-decayed potatoes.

One barrel is empty (*Investigation DC 12* to notice the disturbed ring of dust on the ground, as if the barrel's been moved).

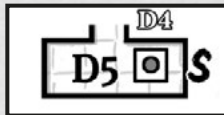
The empty barrel covers a **hidden ladder** leading down.

Exits

→ **North to the Hall of Echoes (D4)**

→ **Down to the Lost Cellar (hidden passage) (D6):**

Ladder. Pitch black, strong smell of earth and decay.



D6. LOST CELLAR (SECRET)

A sturdy wooden ladder drops into a narrow cellar, the scent of earth and decay almost overpowering in the darkness.

- **Pitch black**, no natural or ambient lighting
- If reaching out, can feel **rotted wooden shelves** on the walls
- **Rusted rat trap** set in the middle of the cellar (concealed in the darkness but clearly visible in any light)

Breathing. Soft sound of muffled breathing at the northern end of the cellar (*Perception DC 14* to hear it).

Exits

→ Up to the Ransacked Kitchen (D5)

Encounters

Rat trap. Unless spotted, the first person to move forward will trigger the trap unless they make a *Dexterity DC 14* saving throw, taking 2d4 piercing damage.

A small human girl hides in the dark and attempts to push past the nearest person onto the ladder when the trap is triggered or found.

Nula Novak [New-la]. Tiny girl, emaciated and filthy. About 7 years old, dressed in a torn red and orange robe. Eyes are wide and filled with fear.

Roleplaying notes:

- **Initial reaction:** Fear and mistrust (*Persuasion DC 14* to calm her down, *advantage* if given food)

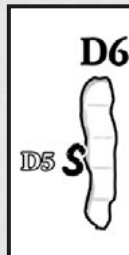


Nula Novak

- **Personality:** Wary, fearful, traumatised, brave
- **Motivation:** Discover what happened to her brother **Nurrut** and get back to Novrybi

Knowledge:

- **Kidnapped** along with her family by the ugly **grey men** (*duergar*)
- Taken before the **two leaders**, one with **crazy eyes**, and thrown in **cages** next to **stinky dogs** (in a kennel)
- They dragged her brother **Nurrut** [*Nuh-rut*] away and she hasn't seen him since
- Managed to **escape** by squeezing through the bars, leaving the rest of her family behind **two days** ago
 - Living off **mushrooms** growing in the cellar ever since
 - Can take the group to where her **family** is being kept



D7. BROKEN STONE QUARTERS

Abandoned living quarters, filled with row upon row of cots. Intricate tapestries hang intact from the walls, depicting dwarves hard at work.

- Pungent **musky odour**, mix of rotting meat and soil
- Sturdy **wooden cots** covered in yellowed linen
- **Stone floor** is heavily **cracked** and buckles upward

Wooden cots (*evocation*). Dwarf-sized, spread evenly throughout the room. Enough to sleep roughly 100 dwarves.

Some of the cots have wooden lock-boxes underneath. One of these rests atop a **loose slab** in the floor.

Cracked floor. Heavily damaged dense stone slabs make up the floor, wide cracks radiating from a point near the centre of the room. The musky smell is stronger here.

Exits

→ East to Hall of Echoes (D4):

Eastern door. Distant cave sounds, echoing drips.

→ South to Webbed Corridor (stuck) (D2):

Cracked southern door. Stone frame and floor have jagged cracks. Can be forced open.

Encounters

Anyone who walks into the centre of the room needs to make a *Dexterity DC 15* saving throw to avoid 2d6



Volundr's Tithe

bludgeoning damage as a stinking grey form bursts forth, sending chunks of stone flying.

Massive, densely-armoured grey hide with a beaked piercing maw. The rotten stench from its jaws is staggering.

- **Bulette**

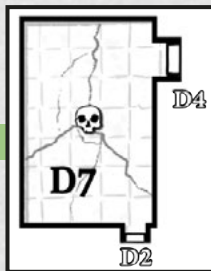
Treasure

Lock-box 1 (locked, *Dexterity DC 13*). Polished black wood, images of dwarves mining and smithing.

- 50 GP
- Crude **wooden figure** of a dwarf
- **Volundr's Tithe:** A shining hexagonal gold coin embossed with the image of a broken anvil
- **Mining sprite** (*evocation*): Conjure forth a glowing white sprite that floats above your head and lights your way

Lock-box 2 (trapped). Pale wood inlaid with bright yellow gold. Image of goblins wrestling over a box.

- **Trapped** (*Investigation DC 14* to spot, *Dexterity DC 10* to disable): Gas sprays the closest target (*Dexterity DC 14* to avoid); exude a terrible stench that imposes disadvantage on all attack rolls within 10 ft. for 1 hour
- Nothing inside



D8. ATHENAEUM

Overflowing bookshelves stacked floor to ceiling with barely enough room to navigate.

- **Athenaeum** [Ah-the-nee-yum]
- Sound of a **quill** scratching on parchment
- Musty **scent** of ancient books
- **Stone pedestal** set into the corner, two weighty tomes on top
- **Doors** leading **west** and **south**

Quill sound. Coming from the northeast corner of the room, obscured by shelves. The sound comes from an enchanted illumination pedestal where a quill writes by itself.

Illumination pedestal (magic). Chest-high (for a dwarf) stone pedestal. Dusty book spread open on top, red ribbon marking the place. A second, newer book next to it, quill floating above it, constantly writes and re-writes the same page. Inside the pedestal is a stack of blank leather-bound books next to a handful of blank pieces of parchment.

Arcana DC 12 to recognise the illumination station, a way to magically copy books without a wizard's involvement.

Place a book to copy on one side and a blank book on the other side, and the quill does the work required. The enchantment is on the pedestal and quill.

The pedestal also has the power to make an additional copy of a magical scroll but this power can only be used once per day.

Bookshelves (magic). Books are almost all written

in dwarvish and concern the research, training, instruction, and theory of crafting, organised by subject.

Small history section detailing the origin of the dwarves in the region and Ysgora's Keep:

- The *Steelbreaker* dwarves came to this land thousands of years ago in search of new mines
- Found the valley, formed by a **cataclysmic impact** millennia ago
- Built their stronghold, *Ysgora's Keep*, named after their **clan founder**, on top of the impact site
- Worshipped many dwarven gods, but two more than others: **Volundr the Smith** and **Egil the Armoured**
- Their clan naturally split along two lines, according to **craft** (worship of Volundr) and **war** (worship of Egil)
- After **Sylva Havel** came to power and began spreading her evil across Boroz, the dwarves put aside their differences with the elves and others in the valley and built **the towers** and **the Colossus**

Exits

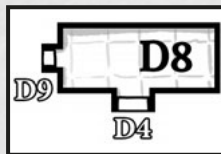
→ **South to the Hall of Echoes (D4):**

Southern door. Distant cave sounds, echoing drips.

→ **West to the Workshop (D9):**

Western door. Intricately carved with dwarven runes, some ancient and faded, others comparatively fresh.

The runes are dwarven names and dates; the oldest is thousands of years old, the most recent carved a century ago; The dwarves carved their names on the door when they completed



their masterwork (*History DC 10* to recognise this).

Treasure

Crafting guides. Instructional books hold the knowledge and experience of master dwarven craftsmen honed over hundreds of years.

If studied during downtime over the course of a month, each book allows you to halve the time and materials required to craft an item with the specific skill (one for Alchemy, Arcana, Blacksmithing, and Leatherworking).

Volundsaga (book) (*magic*). Iron cover, embossed with the image of a broken anvil. Written in dwarvish, history and teachings of Volundr the Smith, dwarven god of the forge.

The book also has two pages of cleric spells that functions as spell scrolls:

TEMPER WEAPON (2ND)

2nd-level transmutation

Class(es): Cleric, Paladin

Casting Time: 1 action

Range: Touch

Components: V, S, M (ash from a forge and iron filings)

Duration: Concentration, up to 1 minute

You cause any metal weapon you touch to glow red-hot. Successful attacks made with this weapon will do an extra 2d8 fire damage. Until the spell ends, the wielder of the weapon has resistance to fire damage.

When the spell ends, the weapon becomes ice cold for 1 minute and deals an extra 1d8 cold damage.

SONG OF STEEL (2ND)

2nd-level conjuration

Class(es): Bard, Cleric, Paladin

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a non-magical metal object, such as a weapon or suit of heavy or medium armour, that you can see within range. You cause an ethereal burning blacksmith hammer to appear and strike the object repeatedly. The rhythm and song of the strikes tells you the innate weaknesses in the forged metal.

On your next successful attack with bludgeoning damage, you strike the object with enough resonant force to sunder it, rendering it useless until repaired.

D9. THE CUNNING WORKSHOP

Cluttered workshop devoted to all types of crafting. An inch-thick layer of dust covers everything.

- **Crafting tables** with half-completed pieces
- Floor scattered with loose wooden shavings and metal filings
- Large **writing desk** covered in papers
- **Tools** of all shapes and description line the walls

Crafting tables (transmutation).

There are areas devoted to alchemy, jewelcrafting, metal shaping, and woodworking. Most of them have half-finished items on them.

Writing desk (magic). Crudely made from cheap wood, papers and books written in Common strewn haphazardly. Unlike the rest of the room, there's no dust on this desk.

On closer look, the papers are filled with gibberish and the books' titles make no sense (*Investigation DC 14* to realise this).

This desk is a **chittering mimic** (see **Encounters**).

Tools. Maintained, oiled and well used, hanging in precise positions on the walls around the workshop.

Exits

→ **North to the Arcanum (trapped) (D10):**

Northern door (magic). Slate-coloured wooden door shimmers with pearlescent blues and greens.



Intermittent faint violet glow emanates from the doorknob. The door is trapped, see **Encounters** (*Arcana DC 14* to understand the advanced nature of the trap and that it's triggered by touching the doorknob).

→ **East to the Athenaeum (D8):**

Eastern door. Carvings depict an open book bursting with radiant power.

Encounters

Doorknob of mischief (trapped) (magic). Attempting to open the door results in a random event (as below). Forcing the door or using *mage hand* circumvents the trap.

d6	Random event
1	Reduce size category by one for d4 hours
2	The door swallows you whole (AC 15, 10 hp)
3	Concussive blast pushes you back (1d8 force damage, <i>Dexterity 15 DC</i> to avoid)
4	Teleported to a random room in the dungeon (roll d20, first 20 rooms)
5	Pulled into the Astral Plane; <i>incorporeal</i> for d4 minutes
6	The door opens

Desk mimic. Wiry arms with elongated twisted fingers emerge and attempt to snatch anyone who interacts with the desk (*Dexterity DC 14* to avoid being grappled).

Two lanky gnarled legs burst from the desk as it stands up, towering above the room.



©Le20
20

Chittering Mimic

The desk splits into a hideous rictus, with cruel teeth and a squelching red tongue. The creature unleashes a horrifying high-pitched chatter that needles into your brain.

- Each non-undead creature within 10 feet of the chittering mimic that can hear it must succeed on a *DC 14 Wisdom* saving throw or be *stunned* for 1d4 rounds
- **Chittering mimic** (Appendix II, page 94)

Treasure

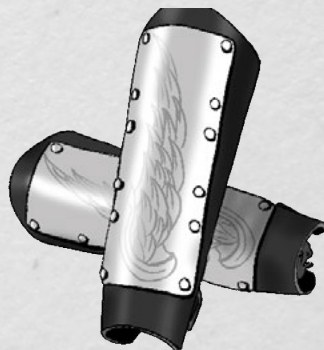
Tools on the wall. One set each of alchemist supplies, smith's tools, and tinker's tools.

Crafting table. Set of brushed steel bracers engraved with delicate wings.

- **Wings of Steel** (*magic*) (Appendix III, page 106)

Mimic. Once defeated, dissolves away to reveal a gleaming blackwood longbow:

- **Egil's Fury** (*magic*) (Appendix III, page 102)



Wings of Steel

D10. ARCANUM

Your skin tingles as you enter, magical energy crackling from every corner. Eerie dusk light floods in from above, shining across a staggering array of strange devices and contraptions.

- **Enchanted broom** dancing back and forth across the floor
- A dozen individual **areas** dedicated to different types of magic
- **Ceiling** seemingly open to the sky, showing violent storm clouds gathering overhead
- **Sound** of a hammer striking an anvil through the double doors leading **north**
- **Shelf** with a dozen books on the south-eastern wall
- **Black cloaks** hanging from hooks on the eastern wall

Magic areas (*magic*). Spread around the room, one devoted to every arcane school, divine path, and druidic tradition. Spell books, tomes of research, materials, and various arcane foci.

Enchanted ceiling (*illusion*). Stone walls disappear into an open sky, angry clouds roiling amidst dark grey and purple twilight.

The ceiling seems to respond to the magic in the room. Complex weave of different magical schools depicting what is yet to be (*Arcana DC 15* to determine the nature of the enchantment).

Bookshelf. Dozens of books, most faded and worn, an inch of dust covering every surface.

Almost all are dry research journals into obscure spells, but one stands out (*Investigation DC 12* to identify a book named for the common spell “Knock”, see below for hidden door).

Black cloaks (hidden door) (*magic*). Simple bronze hooks bolted into the stone wall, with a handful of long black cloaks.

Barely imperceptible lines are visible on the eastern wall, highlighted by decades of dust (*Investigation/Perception DC 15*). This is a secret door, accessible by pulling on the book marked “Knock” on the bookshelf.

Pulling this book will result in a bolt of lightning crashing down from the enchanted ceiling onto the secret door in the eastern wall and causes it to slide open with a slow grinding sound.

The lightning bolt fills the room with a crack of thunder but does no damage.

Exits

→ **North to The Forge of Volundr (D12):**

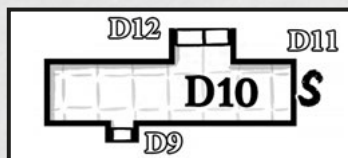
North doors. Ringing sound of a hammer on an anvil echoes through the imposing iron doors. Covered in a delicately etched tableau of a dwarven god hammering an axe on an anvil.

The image of the god seems to hum with every strike of the hammer.

→ **East to the Stone Cradle (secret) (D11):**

Hidden chamber.

Visible through the opened wall is a black slab with a body resting on it.



→ **South to The Cunning Workshop**
(D9):

Southern door. Blank door, no doorknob. Pushes open easily.

Treasure

Abjuration station. Tucked away in a drawer:

Wand of Dispel Magic (3 charges, 5th level). Choose one creature, object, or magical effect within range. Any spell of 5th level or lower on the target ends. For each spell of 6th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Necromancy station. In a small unlocked lock-box:

Rod of Misery. Shining steel rod with a red crystal focus. Radiates with necromancy magic. This rod allows the wielder to control the flesh golem in D11.

Activating the rod requires a *Charisma DC 15* check. The golem will follow simple instructions but may go berserk if significantly damaged.

Bookshelf. Slid between various dusty tomes are a number of spell scrolls (*Investigation DC 12* to locate):

- *Feather fall* (1st-level *transmutation*)
- *Magic weapon* (2nd-level *transmutation*)
- *Prayer of healing* (2nd-level *evocation*)

D11. THE STONE CRADLE (SECRET)

Pristine white marble gleams in this domed room dominated by an angled slab of black stone, a white sheet draped across it.

- Smooth white walls absorb all scents, leaving only the **smell of stone**
- All **sounds** are amplified
- The draped sheet conceals a humanoid shape on the **black stone slab**
- Gleaming **steel bench** next to the slab, a single leatherbound book on top

Stone slab. Fine cotton sheet completely covers a dwarf-shaped form. The sheet looks new, with no dust or marks of any kind.

Removing the sheet reveals the body of a male dwarf.

Dwarven corpse (*magic*). White skin and light grey hair/beard. Wearing a simple white tunic, network of thick scars criss-crosses his exposed skin.

The dwarf appears to be made up of limbs and components from different bodies (*Medicine DC 12* to recognise the skill needed to construct).

The corpse won't react to prodding or close investigation but sits up and attacks if damaged in any way.. The corpse is a flesh golem (see **Encounters**).

Steel bench (*magic*). Draining tray, dry and clean, dense book resting on top.

The book is bound in dark leather; there's a title on the side, written in dwarvish ("Flesh Bound Spirit") but

opening the book reveals all that remains is the cover, the pages inside burned away.

The book resonates with traces of powerful magic (*Arcana DC 15* to recognise the book as an expended **Manual of Golems**).

Exits

→ **West to the Arcanum (D10)**

Encounters

Flesh golem. Hostile if attacked first or if there are dwarves in the party (instructed to kill duergar and it can't differentiate between surface and underground dwarves).

Ignores individual in possession of the **Rod of Misery** (found in D10).

- **Flesh golem**



D12. THE FORGE OF VOLUNDR

A wave of heat pushes you back as you enter, the ringing sound of steel on steel resonating throughout. Blinking through the smoke and heat, you see what appears to be both forge and temple.

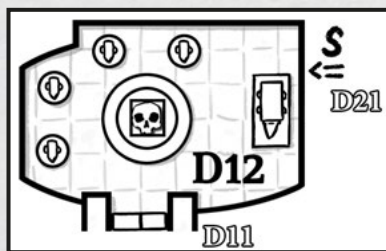
- Hunched **dwarven smith** chained to an ancient and enormous black iron anvil
- **Central forge** blazing with glowing white heat, pungent smell of molten steel and smoke
- **Smaller anvils** around the room, each one in front of a stone statue of a dwarf with a raised hammer

Dwarven smith (*magic masked*). Dark grey hair singed and matted. Weathered face covered in soot and ash, eyes half closed. Thick leather apron pocked and pitted with hundreds of scorch marks.

Rusted iron chain hangs around his waist, leading to an ugly iron ring bolted into the stone floor. The dwarf's legs are missing from below the knees.

Forge (*elemental*). Set into the ground, surrounded by scorched black stone. Radiates enormous amounts of heat. On the ceiling far above is a narrow blackened chimney.

Anvils and statues. Worn and covered with the remnants of thousands of years of hammer strikes. The statues look down on the anvils, intricately carved and chiselled.



The depicted dwarf radiates power and wisdom (*Religion DC 12* to recognise a dwarven god of the forge).

Exits

→ **East to the High Throne (one way)** (D21):

Secret wall (*magic*). When closed, indistinguishable from an ordinary wall.

Only accessible from D21.

→ **South to the Arcanum (D10):**

Imposing iron doors. Scorched by the heat of the forge.

Encounters

As soon as the chained dwarf sees the party, a wave of heat emanates from the fiery forge and two gleaming dwarf-like figures emerge from the molten steel, hair and beards erupting into raging flame. They advance on the party.

- 2 x **Azer**

Wayland the hobbled smith.

Roleplaying notes:

- **Initial reaction:** Astonishment at seeing the party
- **Personality:** Weary but welcoming
- **Motivation:** To recover **Ysgora's Helm** and escape his bonds

Knowledge:

- Lone dwarf survivor from Ysgora's Keep; clan slaughtered by the duergar 100 years ago



Wayland the Smith

- Forged the **Adamant Staff** and helped to create the **Colossus**
- **Chained and maimed** by the duergar, who force him to make weapons
- **Dromph the Insane** is the ruler of these duergar; his lieutenant is **Dattlr Free from Mercy** - both give orders for weapons to forge; they access the Forge from a **hidden path** only accessible from the **High Throne**
- Doesn't know the location of the **Adamant Staff**; suggests checking the **Armoury (D19)** (*lie*)
- Asks the party to retrieve a **helm** from the **Armoury**; "we collapsed the armoury when the duergar overran us. They would not take our lives' work"
- There is **power** in the helm that can help **break his chains**

Wayland's Secrets:

- Wayland is the corporeal avatar of the god **Volundr**
 - Drew his **divine power** from the Steelbreaker dwarves' worship
 - Manifested the majority of his power into a **magical item**, **Ysgora's Helm**, just before the duergar attack
 - With all the Steelbreaker dwarves dead and his power locked in a helmet, he is not strong enough to break his **magical bonds**, chains that can't be **broken or unlocked** by mundane or magical means
 - **Azer** are his servants from the elemental plane of fire; they are summoned to **test** the party
 - Knows where the **Adamant Staff** is but needs help to recover the **helm** before he'll tell them
 - Has magically barred the doors leading to **The High Throne (D21)**; will open once he's retrieved the helmet
 - Old friends with **Penglog**
 - If the party chooses to keep **Ysgora's Helm**, the doors to **D21** will open but the group loses Volundr's favour; **Penglog** appears to force them to return it
- Draws a **map** for the party if asked and tells them some **hidden areas** (**Handout 1** in **Appendix IV**)

Returning Ysgora's Helm:

- If retrieved from **D19** and returned to Wayland as requested, see **Volundr Reforged** (page 53)



VOLUNDR REFORGED

The old smith takes the helm in trembling hands. He stares into the flawless surface, as if struggling to believe what he's holding.

Quicker than the eye, the helm is on the anvil and the dwarf's ancient arm is in motion. The weathered blacksmith hammer strikes the surface of the helm with a staggering intensity and a sonorous tone rings out across the stronghold.

The anvil's surface ignites in an explosion of sparks, blinding you momentarily. You hear the crack of iron snapping.

When your vision returns, the old smith is gone; in his place stands a twenty foot figure of fire and iron.

Volundr (*strong magic*). Towers above the forge; molten hair and beard, cracked iron skin, burnished mithril legs. Wields a flaming hammer, impossibly bright.

- In the time of dwarves, often took physical form and lived among them
- Forged Ysgora's Helm when the duergar attacked 100 years ago, imbued with the majority of his power to ensure the Steelbreakers overwhelmed their foes, but the chosen champion died before donning the armour
- Captured and hobbled in the final assault; he was too weak to escape and too stubborn to die
- As thanks, lays the broken chain on the forge and strikes it with the flaming hammer; creates a belt called **Volundr's Chain**

- Seeks to rebuild the Steelbreaker clan, now freed from his mortal form
- His power isn't what it once was but he can still be of assistance, if asked

Treasure

Volundr's Chain (*magic*). Length of seemingly mundane iron shackles worn around the waist (see **Appendix III, page 106**).

D13. HALL OF IRON

What once was an impressive feasting hall has fallen into squalor and chaos, smashed stone tables amidst remnants of ruined armour and broken skeletons.

- **Western archway** above filthy stone floor strewn with debris (**trapped**, see **Exits**)
- Scarred and weathered **figures** sit around a ruined stone table
- **Ugly brown stains** lead to a battered **northern door** caked in filth
- **Bulky shadow** visible moving around through an open passage to the **south**

Table and figures. Dwarf-shaped, wearing dingy, dirt-coloured armour, white hair caked with filth and grey skin scarred. This is an armed duergar raiding party (see **Encounters**).

Exits

→ **North to the Rotted Kennel (D16):**

Filthy northern door. Large clawed paw prints lead from the door through the room. Pungent smell of rot from the room beyond.

The tracks were recently left by large carnivores (*Nature DC 12* to recognise this).

→ **East to the Spartan Quarters (D15):**

Eastern door. Doorknob glows blue in the darkness.

Door handle is warded and sounds an alarm when touched (*Arcana DC 15* to recognise the nature of the magical trap).

The ward is intended to alert the duergar in this room of anyone entering from **D15**.

→ **South to Butcher's Kitchen (D14):**

Southern passage. Smoking cauldron visible in the shadowed room. Towering form moves loudly around the room, which appears to be a kitchen, knocking pans and humming with a rumbling voice.

Loud noises or conflict around the southern end of the room has a chance to draw out the **ogre** inside the **Butcher's kitchen** (*passive Perception 9*).

→ **West to the Halls of the Fathers (D3):**

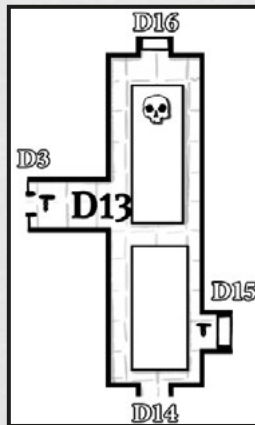
Western archway. Piled up debris past the archway in the centre of the hallway (*Investigation DC 14* to determine the debris hides a trip-wire rigged to a falling rock trap, see **Encounters**).

The trap can be disabled by cutting the trip wire (*Dexterity DC 12*). If the trap isn't disabled or circumvented, any character past the arch is affected.

Encounters

If not previously alerted, there are six **duergar** sitting at the north end of the room:

- **Four** play cards, cursing and laughing
- **One** watches the others, gnawing on a long bone
- **One** snores loudly, head resting on the stone table
- When the first duergar is killed, the next one enlarges on his turn



If half the duergar are killed, the others may run:

d6	Reaction
1	Runs north to the worgs
2	Runs west to the High Throne
3	Runs south to the ogre
4-6	Stays to fight

If previously alerted, there will be three remaining duergar:

- **One** hiding in the **southeast corner**
- **One** hiding under the **southern table**
- **One** standing on the **northern table** with a javelin readied
- When the next duergar is killed, the remaining **two** will attempt to flee **north**

Falling rocks. If the trap isn't disabled or circumvented, any character past the arch needs to make a *Dexterity DC 15* saving throw or take 2d10 bludgeoning damage from the rock trap, triggered by a trip wire hidden along the floor.

The falling rocks make a tremendous crashing noise, alerting the duergar.

Treasure

Egil's Sacrifice. Hexagonal coin made from faded gold; stamped with the image of a scarred greataxe.



Egil's Sacrifice

D14. BUTCHER'S KITCHEN

Ghoulish kitchen dominated by a smoking black cauldron, broken and gnawed bones stacked haphazardly.

- **Light** from the cauldron's **fire** illuminates the area
- Hulking **ogre** wearing blood-stained white apron stirs the cauldron
- Rank **smell** of rotting flesh mixed with bubbling stew
- Lumps of **unidentified meat** dangle from hooks, clouds of flies buzzing around them
- **Piles** of discarded clothing and personal items

Ogre and cauldron. If still in the room, the ogre is busy preparing a meal in the cauldron, his back to the entrance. He occasionally slices chunk of flesh from one of the hanging lumps of meat and tastes it before dropping it into the stew.

Hanging meat. Suspicious shapes, skinned and drying on rusted iron hooks. Chunks have been sliced off.

Closer inspection reveals these are human remains (*Medicine DC 12* to realise the true nature of the meat).

Exits

→ **North to the Hall of Iron (D13)**

Encounters

Ogre. 11 feet tall, pale yellow skin covered in hundreds of scars and bites. One remaining tusk, the left side of his face burned away.

If he spots the party, he'll attack with a massive rusted cleaver.



- Butcher the **ogre** cook (cleaver, 1d10 slashing; heavy)

Treasure

Searching the discarded clothing reveals a bloodied red and orange robe and a hand-woven red silk skullcap.

These clothes belonged to one of the Novaks. If with the party, Nula recognises her brother **Nurrut's** clothes and chokes back tears.

D15. SPARTAN QUARTERS

Abandoned living quarters, with rows of metal cots. Torn and shredded tapestries barely hang on the walls and depict armoured dwarves charging into battle.

- Sparse **metal cots**, bedding long rotted away
- Grey **stone doors** leading **south** and **west**
- Remnants of a **collapsed tunnel** in the northeast corner

Metal cots. Bare iron rails forged into cots; no padding or linen remains. Built for function, not comfort.

Collapsed tunnel. Huge chunks of stone in ruined heaps, blackened and scorched.

The stronghold's walls were assaulted from the outside, knocked through from an excavated tunnel (*History DC 12* to recognise the nature of the incursion). The damage is old and the tunnel is long collapsed.

Exits

→ **South to the Webbed Corridor (stuck) (D2):**

Southern door. Tiny spiders scuttle around the handle and thin strands of spider webs dance in the wind blowing through the gaps.

The door is stuck from the other side but can be forced.

→ **West to the Hall of Iron (trapped) (D13):**

Western door (abjuration). Handle isn't covered in dust like the other door.

Muffled sounds of low talking and laughing barely audible through the door (*Perception DC 15* to detect). Any significant noise alerts the duergar inside the next room (see **Encounters**).

Soft blue light glows dimly from the handle (*passive Perception 13*). The door is **warded** and sounds an alarm when touched (*Arcana DC 15* to recognise the nature of the magical trap), alerting the duergar in the **Hall of Iron (D13)** if tripped (see **Encounters**).

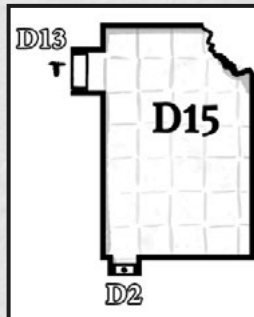
Encounters

Loud noise causes the three duergar in the next room to rush in and attack.

- 3 x *Duergar*

Treasure

A small wooden axe lays under one of the rotted cots, crudely carved but well-used, dents and gouges in the resilient wood.



D16. THE ROTTED KENNEL

Grime-encrusted cages line the walls, bits of rotting meat drip from the bars and collect in gruesome piles on the floor.

- Monstrous two-headed **beast** lays in the centre of the room
- Battered and bent **rusted cages**, some occupied by hunched animals
- **Tall cage** at the centre, a group of forms huddled together
- Filth-encrusted **eastern door**, barred and blocked from this side

Two-headed beast. Rough fur matted with dried blood and viscera, heads resting on powerful shredding claws.

Appears asleep (see **Encounters**). This is a **death dog**.

Battered cages. Dozens of rusted cages line the walls. Most are empty but some have smaller bestial forms sleeping inside. Others have piles of bones or discarded carcasses.

The beasts are **worgs**, half-starved and mangy. The cage doors are all closed and unlocked.

Caged forms. Cage at the centre of the northern wall is larger than the others, reaching the ceiling. There are a half dozen forms huddled together, wearing red and orange robes. The bars are spaced further apart than the other cages.

Exits

→ **East to the Hall of Breaking (D17) (barred and locked):**

Eastern door. Barred with a crude log and rough iron nails. Locked, with the remains of the key snapped off inside.

Once the log is removed, the lock can be picked with steady enough hands (*Dexterity DC 15*) or the door can be forced open (*Strength DC 16*).

→ **South to Hall of Iron (D13)**

Encounters

Loud noises elsewhere in the stronghold result in the death dog feigning sleep; it attacks the first person who passes.

- **Death dog**
- Fights to the death

After one round of combat with the death dog, four worgs attempt to escape their cages to join the fight.

- **Worg** x 4
- Cages break open after two rounds
- Run if two or more are slain



Nula's family:

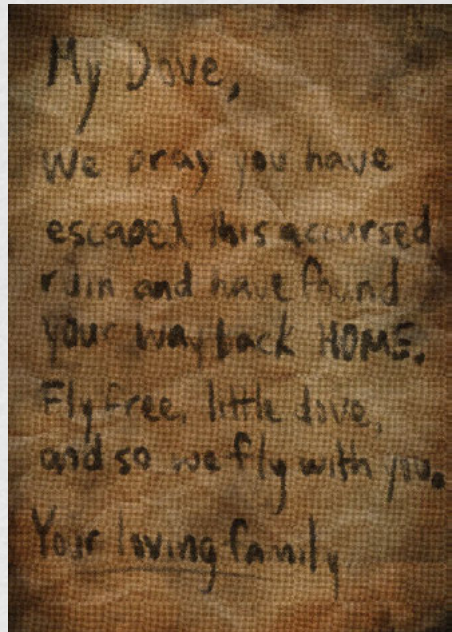
- The fate of the Novak family depends on how quickly the party arrived at Ysgora's Keep:

→ **If the group travelled to Yluufa (F) first, the family is dead:**

- Inspection reveals the huddled forms are dead (*Medicine DC 14* to determine they died of starvation and thirst)
- The remains of most of Nula's family is here, except her older brother
- Found on the bodies is a hand-written note (see **Appendix IV**):
"My dove, we pray you have escaped this accursed ruin and have found your way back home. Fly free, little dove, and so we fly with you. Your loving family."
- If Nula's with the party, she'll struggle back tears at the discovery but remains stoic: "I thought they might be dead"

→ **If the group travelled to Ysgora's Keep first, the family is still alive:**

- Malnourished and near death, the family thanks the party profusely, praising Gwair for sending them
- They ask of Nula and Nurrut
- Once freed, they will return to Novrybi and tell the choir of the party's success



D17. THE HALL OF BREAKING

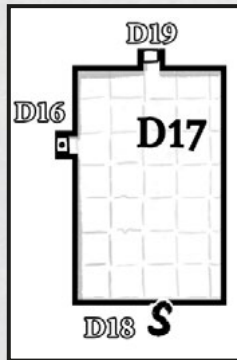
Once a training hall for dwarven warriors, now an epitaph for a fallen kingdom. The aftermath of a great war is still visible, dozens of slain dwarves and duergar scattered around the marked and scarred stone floor, the physical memory of thousands of years of dwarven combat.

- At the centre of the room, a kneeling **dwarven figure** in dwarven plate, visor down
- Long-rotted skeletons lie amid piles of **armoured corpses**
- Several **racks** of rusted weapons and armour at various points around the hall
- Stone **statues** of a dwarven warrior in each corner
- Enormous **steel door** leading north, askew in its frame, etched with depictions of every type of dwarven weapon
- On the southern wall, two dwarven statues wielding battle axes crossed in front of a simple **stone altar**

Armoured dwarf. Figure is perfectly still and appears as if it hasn't moved in 100 years.

Plate armour is shining and flawless, finely crafted and perfectly forged. The figure holds a massive silver battleaxe in both hands, ancient black blood dried on the keen edge.

This armour is empty and scatters loudly to the stone when touched.



Crossed dwarven warrior statues (*magic*). Two highly detailed statues standing abreast, each in distinctive armour, holding up a dwarven battleaxe that cross to form an arch.

Between the arch is a simple stone altar. The ground in front of the altar is **worn away**, leaving two distinct **depressions**, roughly shoulder width apart. Dwarves knelt here in prayer constantly for thousands of years (*Religion DC 12* to recognise).

Carved onto the wall is a phrase in Dwarvish: “Enter as warriors and leave as Steelbreakers.”

Worn stone conceals nearly invisible seams in the wall (*Investigation DC 15* to locate a secret wall, activated by kneeling in front of the altar).

A telepathic voice speaks to anyone who inspects the wall, telling how to open it (see **Jazyk** in **D18**).

Once opened, the passage leads to **The Steel Gauntlet** (**D18**).

Exits

→ **North to the Armoury** (**D19**):

Shifted door. Frame and door appear displaced, as if something heavy crashed into them.

→ **South to the Steel Gauntlet** (**secret**) (**D18**):

Shadowy chamber. Total darkness, small length of chain on the ground beyond the secret wall.

→ **West to the Rotted Kennel** (**D16**):

Battered door. Dents and cracks in the stone, evidence of numbers trying to force it open.

Encounters

Secret wall. If the wall is opened by kneeling:

The smooth stone wall starts to move with a low grinding rumble, revealing total and oppressive darkness in the room beyond.

Treasure

The majority of weapons and armour left on the racks are rusted and falling apart, but there are the following items still in excellent condition:

- **Adamantine shortsword** (1d6 piercing; finesse, light)
- **Adamantine maul** (2d6 bludgeoning; heavy, two-handed)
- **Dwarven breastplate** (1000 gp, AC 15 + Dex [max 3], 25 lb.), etched with runes and the sigil of a battleaxe; wearing the armour gives an additional +1 AC when fighting natural dwarven enemies (orcs, goblins, giants, and duergar)

D18. THE STEEL GAUNTLET (SECRET)

Darkness absorbs all light at the room's threshold. As the wall finishes opening with a stone clunk, you hear chains rattle and a dry voice chuckle.

- Faint smell of **sulphur** emanates from inside
- **Magical darkness** envelopes the room
- Length of **chain** barely visible on the ground

Darkness (*evocation, fiend*). Room cloaked by magical darkness. No light penetrates and *darkvision* does not work.

Creatures with *devil's sight*, such as the **silvertongue** inside the room, make attacks with *advantage*, all others are at *disadvantage*.

Chain (*abjuration*). Reinforced leaden iron shackles. Ancient, pulsing with magical energy.

These chains are *dimensional shackles* and halt movement between planes (*Arcana DC 18* to recognise this).

Belying its apparent strength, the chain is easily **broken**.

Exits

→ **North to the Hall of Breaking (D17)**

Encounters

A soft, pleasant voice calls out from the darkness. This is **Jazyk** [*Jah-zik*] (they/them).

Roleplaying notes:

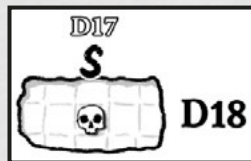
- **Initial reaction:** They've been expecting the group
- **Personality:** Charming, cocky, well-spoken, manipulative
- **Motivation:** To convince the group to break their binding chains, escape the stronghold, and/or kill them all

The being inside the room speaks if given the opportunity (mixes lies with the truth, *Deception +6*):

- Been in this room for over a **hundred years** (*truth*)
- Claims to be a genie who was captured long ago by the dwarves (*lie*)
- Asks the group to break their chains and let them free in exchange for a wish (*lie*)

Jazyk's Secrets:

- They are a **silvertongue**, a deadly half-devil trickster
- Dwarves in the stronghold summoned devils as a form of initiation into the Steelbreaker clan; they had been summoned here many times to battle young dwarves
- Slain devils return to their home plane
- The chain binds them to this plane and they're unable to break the shackles



If the deception doesn't work, the voice reverts to the truth (with some falsehoods):



Jazyk the Silvertongue

- Summoned just before the **duergar attack** (*truth*)
- Made to fight dwarves over and over (*truth*)
- At this point they're sick of this room and want to die (*lie*)
- They can't die because the chains keep them alive (*lie*)

The silvertongue attacks anyone who enters the room, with *advantage*:

- **Silvertongue (Appendix II, page 99)**
- Flees if reduced to less than half HP (casts *plane shift* to escape)

The devil can't leave the **Steel Gauntlet** unless someone breaks the chains and frees them.

Once freed, they disappear into the darkened room and vanish (using *plane shift* to escape), returning later to stalk and torment the party inside the stronghold and beyond.

Jazyk has the ability to cast *alter self* up to 3 times a day and delights in causing mischief while disguised as someone else, to distract, annoy, or waste the party's time.

Jazyk's tricks and disguises:

d6	Trickery
1	One of the party members claiming they'd been kidnapped and replaced
2	Wandering merchant selling worthless items
3	Wayland the Smith demanding the Adamant Staff
4	Badly injured woman asking for help rescuing her friends from bandits
5	Nula Novak claiming the village is under attack by wild elves
6	Cleric offering protection spells in exchange for magic items

D19. THE COLLAPSED ARMOURY

The immense steel door pulls outward with an angry creak, spilling rocks and dirt onto the stone floor with a clatter. The ceiling in the room beyond has entirely collapsed, leaving rubble and wreckage nearly 10 feet high.

- The remnants of an elaborate **mechanism** dangle from the broken ceiling
- The horns and top of a shining **silver helmet** protrude from the centre of the room

Broken mechanism. The remains of rails and steel gears line the corners of the ceiling, broken by the weight of the collapsed ceiling.

The ceiling was rigged to collapse and this mechanism controlled it (*Investigation DC 14* to piece together the information).

Shining helmet (*strong magic*). Wicked-looking horns protrude from the half-buried helmet. The metal silver or gold but something more precious.

The helmet is worn by a **helmed horror** (see **Encounters**).

Exits

→ **South to the Hall of Breaking (D17):**

Cracked stone door. Collapsed ceiling shattered the wall and broken the frame.

Encounters

Approaching the helmet results in the following:

The rubble shifts, sending smaller stones skittering down the pile. Dense chunks are pushed aside as a massive armoured form climbs out from the ceiling's wreckage.

Standing before you is an empty suit of dwarven plate armour. The helmet turns to look at you and the armour floats 10 feet off the ground, raising a savage steel longsword.

- **Helmed horror**
- Immune to the followings spells: *heat metal*, *shatter*, *scorching ray*

Treasure

When defeated, the **helmed horror** collapses into rust, save for the **helmet**:

Ysgora's Helm. Intricately carved and burnished mithril helmet with curved ram horns. The left side depicts a dwarven smith striking an anvil with a hammer and the right side shows a heavily armoured warrior wielding a cruel battleaxe.

Detect Magic. The helmet radiates powerful magic from multiple schools. The spell *Identify* (or other similar abilities) does not reveal the true nature of the helmet or what powers it possesses other than it is an object of extreme power.





Ysgora's Helm

Blacksmith. This helmet is what **Wayland the Smith (D12)** seeks and contains the power of the god **Volundr**.

Wearing the helm. Requires *heavy armour proficiency* unless the character is a *dwarf* or *duergar* and grants the following benefits:

- +1 bonus to **AC**
- +1 bonus to **Proficiency**
- *Resistance* to poison

Wearing **Ysgora's Helm** drives **Penglog the flameskull** into a fury; only returning it to **Wayland** stops his rage.

Volundr intended the helm to be used only to repel the duergar. All power leaves the helm when removed from **Ysgora's Keep**, the brilliant surface rusting to ruin.

Also buried amongst the rubble is the following:

- **Swift Axe** (*transmutaion*) (*magic weapon*; 1d4 slashing; finesse, light, thrown [range 20/60]), superbly-balanced and honed axe; once per

short or long rest use a *bonus action* to make an additional attack with the axe

OPTIONAL: LEVEL UP

- If the party retrieved the **Sun's Brilliance** from **Yluufa** before travelling to **Ysgora's Keep**, defeating the helmed horror means the characters have progressed far enough to reach **Level 4**
- If they travelled to **Ysgora's Keep** first, they reach **Level 4** after retrieving the **Adamant Staff** in **D22**

D20. FOUNTAIN OF FATE

A high-domed circular room echoes with soothing sounds of running water from the recessed stone fountain.

- Shimmering **water fountain** filled with thousands of glittering **coins**
- **Domed ceiling** covered in elaborately painted mural
- Enormous gilded **double doors** to the **north**

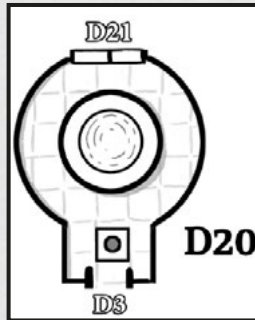
Water fountain (magic). Active spring bubbles from the north side, cascading ripples around the carved stone edges, lit by an unseen source.

The fountain practically overflows with thousands of seemingly unique coins of different shapes and metals, all shining in the light of the fountain.

If someone pulls a coin from the fountain, roll on the following **Fountain Coins** table.

If someone throws a coin into the fountain:

- **Copper:** The fountain spits the coin back out
- **Silver:** The ethereal sound of silvery chimes float from the waters of the fountain; gain *advantage* on the next attack or skill roll
- **Gold:** The sonorous sound of a golden bell echoes from the water; gain the benefits of the spell *stone skin*, lasting 1 hour
- **Dwarven coins found in Ysgora's Keep:**



Fountain Coins:

d100	Result
1	The coin melts in their hand, growing to cover their entire body in copper, giving a +1 natural armour bonus; stealth checks are now at <i>disadvantage</i>
2-10	A massive green tentacle (10 hp) flies out of the fountain, pulling the person into the water (<i>Dexterity DC 14</i> to avoid being grabbed)
11-30	A dwarven <i>skeleton</i> appears and attacks the player who took the coin
31-50	The coin is red hot, causing 1d6 fire damage
51-70	Ornate gold coin (worth 20 gp)
71-90	The coin turns to ash in their hand
91-95	The person's hand turns to stone for 1 day (<i>Constitution DC 15</i> to shake off the petrification), coin still clutched inside
96-99	The Scarlet Jack (Appendix III)
100	Coin of Wishing (1 wish)

Volundr's Tithe (found in a lock-box in D7). A glowing spectral anvil manifests in front of the fountain and a fiery hammer crashes down upon it with a thunderous crack. Waves of energy spill from the anvil, engulfing the thrower.

The thrower gains **Volundr's Touch**, which imparts the following permanent benefits: add the **menting** cantrip to known spells, gain **stonecunning** (as per the dwarven racial feature) and gain proficiency with the following tools: **artisan's tools**, **smith's tools**, and **leatherworker's tools**.



The Scarlet Jack Coin

Egil's Sacrifice (found on a duergar in **D13**). An enormous radiant spectral dwarven archer manifests in the waters of the fountain, studies the coin thrower for a moment, draws his bow and fires.

The arrow strikes the coin thrower who gains the **Blessing of Egil**, a permanent +1 increase to their choice of the following: melee weapon attack, ranged weapon attack, or spell attack.

Domed ceiling mural. Highly detailed depiction of dwarves travelling to the valley from a distant land, over vast seas and dangerous mountains.

Grey duergar appear at different points in the journey with the mountain dwarves standing toe to toe against them.

Exits

→ **North to the High Throne (magically barred) (D21):**

Gilded doors (*strong magic*). Golden double doors, each door etched with the image of a dwarven god, the left depicting a god of smithing and the right a god of war.

The doors are sealed by a powerful force (**Volundr** in **D12**).

The magic sealing the doors dissipates after the **Helmed Horror** is defeated in **D19**.

→ **South to the Halls of the Fathers (D3)**

D21. THE HIGH THRONE

The site of a massacre left to rot for a hundred years, cracked black bloodstains amidst shattered bones and snapped weapons.

- Imposing **throne** carved from scintillating black obsidian
- **Muscular duergar** reclines on the throne, greataxe casually slung across his shoulder
- Dwarven **runes** carved onto the western wall
- Dwarven bones litter the floor and a **blackened skull** in a tarnished crown rots on a barbed pike
- Rounded **stone door** leading to the east

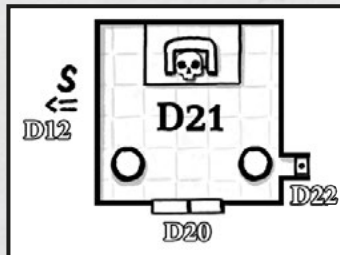
The desecrated throne. Jagged edges smashed and broken into black powder, expert craftsmanship defaced with crude wrath.

Armed duergar (transmutation). Shaved and scarred head, pocked and burned grey skin, corded muscles straining with rage.

This is **Dattlr Free From Mercy** [*Datlurr*].

Carved runes (magic). Simple runes carved into the western wall surrounding two sigils, a broken anvil and a greataxe.

The runes are magical and open the secret entrance to **The Forge of Volundr** if the broken anvil sigil is touched, see **Exits** (*Arcana DC 12* to discover the magical mechanism).



Skull and crown. Ancient dwarf skull, crumbling hole at the rear, rusted pike driven through the base. Wears a scorched and broken crown.

The crown is made of iron but what fine craftsmanship there was has been lost to damage and time.

Still visible is a **dwarvish word** carved into the inner surface: “Toil.”

Exits

→ **East to Ysgora’s Tomb (locked) (D22):**

Simple door. Etched from top to bottom in dwarvish runes, messages of love left for the hallowed dead.

The lock is old but uncomplicated (*Dexterity DC 13* to pick).

→ **South to the Fountain of Fate (D20)**

→ **West to the Forge of Volundr (secret, one-way) (D12):**

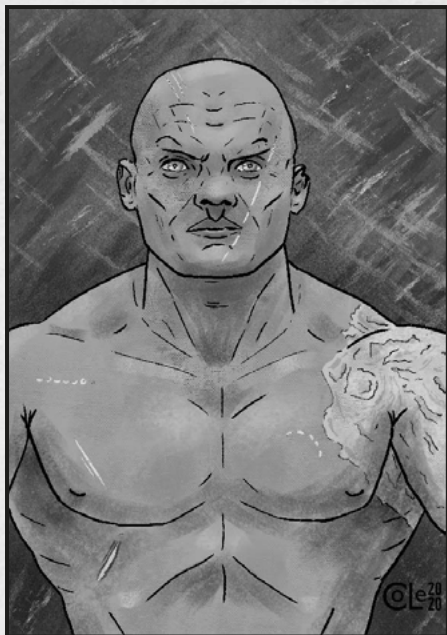
Hidden door (magic). When closed, indistinguishable from an ordinary wall.

Once activated, part of the western wall slides open, revealing a short path to **D21**.

Encounters

At first sight of the group, Dattlr leaps off the throne and attacks the largest party member.

- **Dattlr Free from Mercy** (**Appendix I, page 89**)
- On his first round after taking damage, Dattlr flies into a rage -- “NO! I will not submit to the tyranny of the surface world!”



Dattlr Free From Mercy

- On his second round, he smiles and wipes the blood off his face as his body doubles in size (*enlarge*) -- “Finally, a true challenge.”

Treasure

- Key to Ysgora’s Tomb, tucked into a pouch on Dattlr’s belt
- Dattlr’s weapon is a magical six foot bearded greataxe, covered in nicks and scuffs and carved duergar runes:
Indomitable Greataxe (*magic*)
(Appendix III, page 104)



D22. YSGORA'S TOMB

The overpowering smell of must and ancient decay washes over you as you enter the desecrated tomb. Smooth stone sarcophagi lay smashed, the bones inside scattered and crushed to dust.

- Low howl of **wind**, bringing with it damp air
- Ominous rhythmic sound of a **slow heartbeat**
- Remnants of an **ornate sarcophagus** in the centre, stone lid split in half and overturned
- A smaller sarcophagus carved with two faded sigils rests against the northern wall

Heartbeat (*undead*). The sound comes from behind the main sarcophagus and the heartbeat begins to

speed up once the party enters the room.

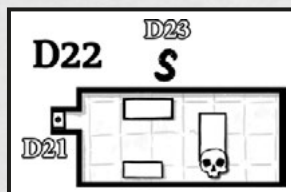
This sound is the first sign of a **traitor's heart** (see **Encounters**).

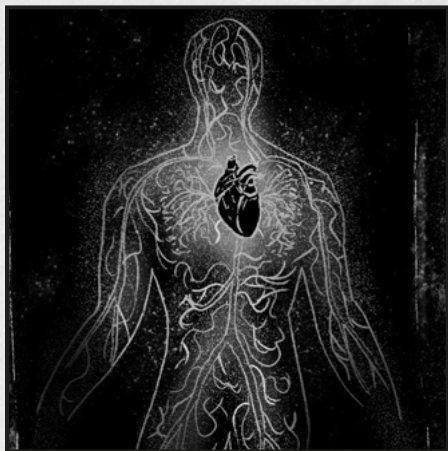
Central sarcophagus (*strong magic*). Unadorned dwarven skeleton inside, wearing a simple leather apron and holding a long staff.

Smaller sarcophagus. Stone lid partially smashed, the dwarven skeleton hangs half out, bony arms dangling. The sigils are familiar, one depicting a broken anvil and the other a deadly greataxe.

Close inspection reveals a dust-covered button on the bottom of the smashed sarcophagus (*Investigation DC 14* to discover).

The button triggers a panel in the northern wall to slide open with a dusty rasp, revealing a hidden entrance to the **Earthen Vault (D23)**.





Traitor's Heart

Exits

- **North to the Earthen Vault (secret) (D23)**
- **West to the High Throne (D21)**

Encounters

A moment after anyone enters the room:

The deep sound of the heartbeat grows louder and draws closer. With each beat, the shadowed tomb glows with unearthly green light.

A shape appears in the darkness, then fades away with the ethereal pulse. The spectre slowly takes form, green flashes of light crackling from a blackened heart at the centre, tracing a network of veins and arteries with every beat, illuminating a dwarven shape before fading back away.

The black heartbeat fills the tomb as the apparition advances.

- **Traitor's Heart (Appendix II, page 100)**
- Fades into nothing once defeated, leaving its **black heart** (see **Treasure**)

Treasure

The Adamant Staff (*strong magic*). Six foot dull metal staff, three-pronged mount on the tip shaped to contain an apple-sized object.

On initial appearance, the staff is unremarkable. Once held, however, the true nature is revealed: superbly crafted, perfectly balanced and inscribed with runes of power in a dozen languages.

The metal is unusual, impossibly strong but light and pliant. This is **adamantine** (if ready to complete the ritual, see **Part IV**).

Hardened Heart (*enchantment*). Once living fist-sized heart, now hardened to obsidian by hatred and betrayal (**Appendix III, page 103**).



The Adamant Staff

OPTIONAL: LEVEL UP

If the party travelled to **Ysgora's Keep** before retrieving the **Sun's Brilliance**, retrieving the Adamant Staff means the characters have progressed far enough to reach **Level 4**.

D23. EARTHEN VAULT (SECRET)

A shower of dust falls from the ceiling as the ancient mechanism grinds to life for the first time in 100 years, slowly sliding upwards to reveal craggy stone walls and jagged stalactites.

- Smell of **stale air** mixed with the sharp odour of weapon oil
- Gleam of weapons and armour enveloped within the **stone floor**
- Lifelike **dwarven face** carved into the northern wall, mouth and eyes closed

Stone floor. Assortment of untouched dwarven weapons and armour covered by mounds of grey stone. The items can't be retrieved by mundane means.

Carved face (*magic*). Expressive and highly detailed, wise features amid individual strands of hair and beard.

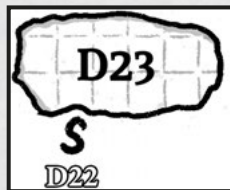
Exits

→ South to Ysgora's Tomb (D22)

Encounters

As soon as anyone approaches the weapons, the stone face opens its eyes with a cold scrape:

- In Dwarvish: "Speak the word."
- Speak the right word (*toil*, found on the crown in D22) and the stone surrounding the weapons withdraws slowly with a low rumble (see **Treasure**)
- Speak the wrong word and the carved face says "One chance left." After another failure, the face laughs and the stone floor swallows the



weapons entirely, the sound of metal creaking and snapping drowning out the laughter

Treasure

Within the vault are the following items:

- **Mace of Crushing** (*transmutation*) (*magic weapon*, +1 bonus to attack and damage), dense iron mace with elaborate sandalwood handle; successful attacks do an extra 2d6 force damage and targets Large or smaller need to make a *DC 14 Strength saving throw* or be knocked *prone*
- **Stronghold Shield** (*transmutation*) (*magic shield*, +3 AC), broad heater shield with an elaborate depiction of Ysgora's Keep etched on the surface; once per short or long rest use a *reaction* to generate a magical wall of force that halves damage from an attack or effect that you can see targeting a creature within 20 feet
- Slender mithril headband with a blue gem inset on the front (*evocation*) (see **Truemetal Circlet**, **Appendix III**, page 105)

PART III: SCALE THE COLOSSUS

H. THE LUMBERING PEAK

Destination encounter. The first time the party approaches the Colossus, the following encounter occurs:

→ If **Novrybi** hasn't been destroyed:

As you approach the Colossus, you hear the din of frantic movement from the forest, a cacophony of breaking branches, snarls, and growling yips.

A pack of agitated beasts tear through the dense brush, panicked wolves snarling with rolling eyes. In moments they will burst forth and collide with the party.

The wolves are stampeding, fleeing the destruction of the colossus. There are a number of ways to handle this encounter:

Combat. The wolves are distracted and panicked. The group attacks in the first round with *surprise* and there's a 50% chance the wolves run rather than fight.

- **Dire wolf**
- **Wolf x 8**

Skill challenge. The party attempts to use training and experience to avoid injury.

Characters use relevant skill checks to engage the stampede. For instance, *dodge* aside with *acrobatics*, repel the wolves with *intimidation*, or hide in shrubbery with *stealth*.

Three party successes against *DC 15* results in no damage. Three party failures results in 2d8 bludgeoning damage from the impact of the wolves and 3d10 piercing damage from their jaws.

→ If **Novrybi** village has been destroyed by the Colossus, **Cythurr** the archer lies in wait to take his revenge:

As you approach the Colossus, you see plumes of smoke rising in the distance and hear anguished wailing on the wind. Lying in the road ahead is a crumpled red and orange robe.

- **Smoke** comes from the vicinity of **Novrybi**, the human village
- **The robe** is soaked with blood and has the symbol of **Gwair** stitched onto it
- **Blood trail** leading from **dense forest** to the east

Bloodied robe. Fresh blood soaks through it, ground into the fabric. This robe belonged to **Radic**, the cleric from **Novrybi**.

Dense forest. Unless detected, **Cythurr** ambushes the party from the forest with his greatbow (*Perception DC 14* to detect and deny *advantage*).

Encounters

Cythurr fires from the forest at the largest target:

- **Cythurr (Appendix I)**
- Hides in dense brush, giving him *three-quarters cover* (+5 to AC and *Dexterity saving throws*)
- Outside the village when it was destroyed; all buildings were crushed and most residents killed or maimed
- Fights to the death
- With his dying breath he **curse**s the party for allowing his home to be destroyed

H1. THE INITIAL ASCENT

You stand in the shadow of the colossus, its mass eclipsing the sky. The thunder of its movement is almost deafening, the echoes just fading as it takes its next titanic step.

- All **sound** is drowned out by the chaos of thunder
- **Legs** of craggy stone towers
- Ice frosted **arms** hang 80 feet above the ground
- **Shadowy channels** bored into the stone of the squat feet

Jagged legs. Rocky stone surface almost entirely in darkness due to the position of the colossus.

Heavy chunks of stone fall with each step, crashing into the road underneath.

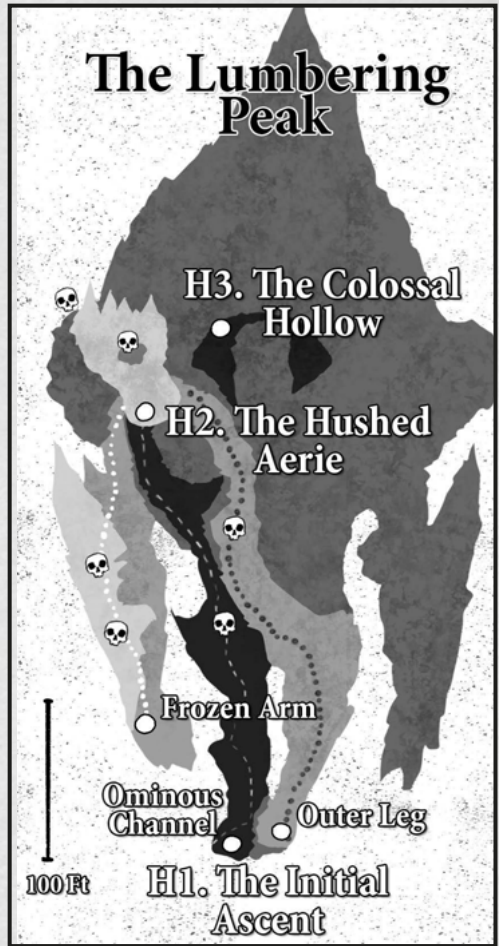
Hanging arms. Slowly pendulum back and forth as the colossus walks. Fresh snows falls with every stride, leaving a white path to melt.

Dark channel. Tunnel leading up into the interior of the titan's legs. Smooth polished walls in pure darkness, roughly ten feet in diameter, not naturally formed.

Some type of massive burrowing creature created the tunnel (*Nature DC 14* to recognise the nature of the channel).

Avenues of approach

- **Outer leg** (*easy difficulty, longest climb*)
- **Frozen arm** (*medium difficulty*)
- **Ominous channel** (*hard difficulty, shortest climb*)
- All routes lead to the same location, **The Hushed Aerie (H2)**



Race to the Top. How quickly the party reaches the Aerie will determine the difficulty of the final confrontation with Dromph (see **The Colossal Hollow, H3**):

Climbing Path	Final Battle
Outer Leg	Begin at Phase 2
Frozen Arm	Begin at Phase 1
Ominous Channel	Ends after Phase 1

Taking the slower, easier path results in a harder encounter.

OUTER LEG

Up onto the legs. Heavily shadowed. Legs move slowly enough to climb but this is *difficult terrain* and climbing costs three times standard movement.

- Distance to the next stable position is **300 feet**
- Every **3 rounds**, all climbers need to make a *Dexterity DC 12* saving throw or take 2d6 bludgeoning damage from **falling rocks**, loosened with each colossal step
- Three **grick** lay in wait **150 feet** above the ground (*Stealth +2* with *advantage* due to natural camouflage); they attack the lead adventurer:

You hear a soft grating sound followed by wet chittering and see movement in the shadows. The stone ground in front of you begins to undulate and three worm-like forms slither from the darkness, tentacles quivering in anticipation.

- 3 x **grick**
- There's a 50% chance the other gricks flee once the first is slain

FROZEN ARM

Onto the arm. The arms move slowly enough that a well-aimed arrow or grappling hook could latch on and deliver a rope (*Athletics DC 13*). The climb onto the arms is **80 feet**.

- Distance to the next stable position is **250 feet**
- Inner surface of the arms is soft clay and can't support much weight (*medium* creatures or above pull chunks of clay away when climbing)
- Outer surface is denser and covered in hard-packed snow and ice
- **50 feet** up the climb, four glinting shapes fly out of the frozen winds and attack, cackling maniacally (*elemental*), vaguely humanoid figures with slender limbs, made from frozen air and water
- 4 x **ice mephit**
- Easily scared off but survivors fly back to pester
- Wide woven nest is visible at **125 feet**, on a exposed rocks; there are **5 golden griffon eggs** inside (200gp each)
- Flying griffons circle **100 feet** above the arms; they remain neutral unless the group approaches the **nest of eggs**; they'll attack to protect the nest

A pair of enormous shadows fall over you. From the sky, two winged forms fly down shrieking, the piercing eyes and beak of an eagle and the muscular body of a lion.

- 2 x **griffon**
- The griffons attempt to dive bomb the party and knock them off the arms (*Strength DC 14* to avoid losing grip)

OMINOUS CHANNEL

Up through the tunnels. Pitch black. The openings are easy to enter but quickly become nearly vertical.

- Distance to the next stable position is **200 feet**
- Interior stone walls are smooth and impossible to climb without a climber's kit (*Athletics DC 14* to successfully navigate) or magical aid
- At the **150 foot** point, the following occurs:

As you climb the nearly polished inner shaft, the entire structure around you vibrates and shakes violently. Something enormous ascends the tunnel rapidly from below. From above you comes the sound of dozens of spiny legs scratching on the stone surface of the tunnel.

- Climbers struggle to stay in place because of the violent movement of the tunnel (*Strength DC 12* to avoid being thrown off)
- 10 ***giant fire beetles*** emerge from nearly invisible gaps in the stone and attack, toughened chitin glowing brightly in the darkness; each only has **1 hp** but they slow and distract the group
- Looking down reveals a gargantuan creature climbing swiftly that reaches the party in **3 rounds**; it fills the entire width of the tunnel perfectly, bloated pale purple flesh vibrating with anticipation
- Climbers need to make it to the next stable position (**50 feet**) by then or be crushed by a ***purple worm***, taking

3d8 bludgeoning damage and being knocked down (*Dexterity DC 14* to avoid falling back down the shaft)

- The tunnel opens to a wide cavern
- The worm burrows into the solid rock of the cavern floor and disappears out of sight
- As the worm disappears, it leaves a smattering of stones to scatter across the ground; those with quick enough reflexes can grab a handful (*Dexterity DC 16*) (see **worm excretions** in **Treasure**)

Treasure

Worm excretions. The purple worm consumes rock and earth as it burrows, excavating precious gems which it leaves behind in rocky excretion.

- **Jagged ruby** (200gp)
- **Raw diamond** (600gp)

H2. THE HUSHED AERIE

You reach a cluster of pine trees around an strangely quiet clearing, a shallow pond at the centre. The trees buffer the freezing wind created as the colossus moves. At the edge the clearing drops away, the valley floor impossibly distant.

- The thicket dampens the sound of the **wind**, leaving eerie stillness
- Ancient trees circle a **sheltered pond** that shimmers in the light
- Between the clearing edge and the pond is a heap of **charred remains**
- Winding path leads around the pond to the centre of the colossus, a **shadowed cave** that echoes with distant chanting

Shimmering pond (*transmutation*).

Perfectly clear water, the surface completely still. The banks and bottom of the pond are free from any plant life.

The clean nature of the pond is unusual; the water should be teeming with life: algae, fish, insects (*Nature DC 12* to recognise the strange quality).

Light catches on a plate of metal half-buried in the sediment, within arm's reach under the surface of the pond.

Prodding the metal reveals it's a battered iron breastplate with a perfectly bleached skeleton inside. The pond attacks the party if the surface is disturbed (3d6 acid damage to exposed skin). This is a **gelatinous pond** (see **Encounters**).

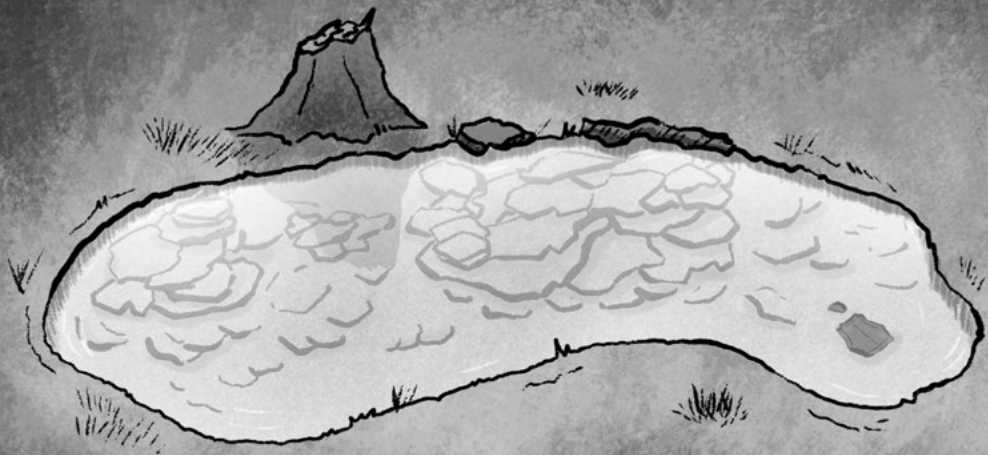
Burned remains. Charred and partially eaten. Broken antlers identify this as some sort of giant elk or deer but the carcass is too mangled to know for certain.

At least two types of large carnivores were eating it, judging by the different bite patterns (*Nature* or *Medicine DC 14* to make the determination).

The area around the remains is severely burned in a focussed cone pattern.

Shadowy cave. Narrow path leads down between the trees to a cavernous opening behind the colossus' gigantic stone head.

Gelatinous pond



The cave entrance is heavily shadowed. Barely audible muffled **chanting** in an unknown language drifts from deeper inside.

Leads into the **The Colossal Hollow (H3)**.

Encounters

The flat ooze jiggles as it moves, form the consistency of firm jelly. Long dripping tendrils reach out hungrily.

The pond seeks to consume all that touch its surface or cross its path.

- **Gelatinous pond (Appendix II)**
- Slowly stalks and envelopes heroes caught unaware, resting, or passing too close

Treasure

The breast plate in the pond is made from low quality iron, a duergar design.

Sticking out of the mud underneath the armour is a **black dagger**:

Raven Dirk (*transmutation*). Long and tapered blade with an ivory handle wrapped in oiled leather (**Appendix III, page 104**).

H3. THE COLOSSAL HOLLOW

You venture further into the core of the ancient colossus. The chanting heard earlier grows louder but the words remain gibberish. Sickly green light glows in the distance, illuminating the walls as you descend. Eventually the winding cavern widens, revealing a sprawling grotto that echoes with malevolence.

- The **chanting** is almost deafening, amplified by the natural structure of the cavern
- Shallow **brackish water** fills the chamber, with jutting stalagmites serving as miniature islands
- **Eerie green glow** oozes from the cavern walls, reflecting in the still water
- **Jagged rock formation** at the centre of the chamber, with a number of squat **humanoid forms** silhouetted by the green glow

Green phosphorescence. Seeping from the jagged cave walls, providing dim light across the entire chamber.

The glow ebbs and flows in rhythm with the chanting.

Rock formation. Five jagged piercing pillars reach from the centre of the island platform in a rough circle, 100 feet from the chamber's entrance.

Humanoids (magic). A duergar prays before each pillar, facing inward to a central figure standing in front of the largest pillar. Four are dressed in grey robes with staves and the fifth is wearing stained armour and an iron crown.

Central figure (strong magic). Weathered face, arms raised, barbed glaive in his left hand. Short for a duergar, little larger than a halfling.

Eyes are wide, glowing the same colour as the phosphorescent ooze, and full of burning zeal.

Encounters

- **Dromph the Insane** (Appendix I)
 - At the first sign of the party, Dromph turns *invisible*
-
- ➔ If the party climbed **The Outer Leg**, the clerics are dead and the sendrak ritual is complete (see **Dromph the Insane, Phase 2**).
-
- The duergar clerics attack
 - 4 x **duergar** (chain shirt, AC 13; quarterstaff, 1d8 bludgeoning; spell DC 10, spell attack +2)
 - Can cast the following spells: *bane*, *bless*, *command*, *shield of faith*
 - The duergar clerics are fanatical and fight to the death
 - Once they're all slain, Dromph attacks (see **Dromph the Insane**)

DROMPH THE INSANE

The chanting continues in the same indecipherable language, interspersed with bouts of thin, reedy laughter that reverberates around the jagged circle.

- One or two **words** stand out from the gibberish, including “Sylva” and “C’Tegra” [*Kuh-teh-gra*]
- The **green glow** thrums brighter as the chanting intensifies
- **Atmosphere** in the cavern changes, as if muffled somehow

Roleplaying notes:

- **Initial reaction:** Ignores the presence of the party
- **Personality:** Nothing remains
- **Motivation:** To destroy the Stone Needle, eradicate the surface dwellers in the valley, serve his god and master C’tegra

Dromph’s Secrets:

- Mind has been broken and dominated by **C’tegra**, an eldritch being of nightmares akin to a god

Encounters

Phase 1:

- **Dromph the Insane** (Appendix I, page 92)
- Dromph’s first action is to cast **Channel Divinity: Free Falling**, dropping his invisibility
- Phase 1 ends when Dromph is reduced to **25 hp**

→ If the party climbed the **Ominous Channel** or if Dromph dies before triggering Phase 2, the fight ends with Dromph’s death (see **Part IV**).



Dromph

Phase 2:

The duergar staggers back, eyes wide and burning with green fire. The fire spreads to the corpses of the four priests scattered around the circle.

Jagged tears appear in on the surface of the bodies, pouring sickly emerald light into the stone circle. The mad king screams silently in ecstasy as the ritual is complete. Shimmering translucent tendrils emerge from within the corpses and slowly tear the bodies apart. These tendrils coalesce to form a sinewy draconic figure crouched beside the mad king.

The monstrosity spreads its black wings and shrieks, drowning out all sound in the chamber.



©Le²⁰₂₀

WARNING

- The **sendrak** is a highly dangerous opponent and can easily overwhelm the party
- The creature's main goal lies elsewhere and it will see the group as an annoyance, using its rays to disrupt their attacks

- **Shriek:** Everyone within 100 feet needs to make a *Constitution DC 12* saving throw or take 15 (6d4) psychic damage and be *deafened* for 2d4 rounds; a successful save means the target takes half damage
- The creature joins the fight against the party
- **Sendrak (Appendix II)** (see **Warning**)

- Once Dromph is killed, the sendrak shrieks (see above) again and flies away, bursting through the dense stone ceiling, sending jagged shards flying
- Anyone within 20 feet of Dromph's corpse needs to make a *DC 14 Dexterity* saving throw or take 10 (3d6) bludgeoning damage from the falling stone chunks
- With Dromph dead, the party is free to carry out the ritual (see **Part IV**)

Treasure

Dromph's corpse has the following:

Tarnished crown (*magic*). Gold faded and chipped and showing rusted iron underneath.

Once removed from his body, the crown loses its tarnish and returns to full lustre, shining in the light (see **Coronal of Insight, Appendix III, page 102**).

Strange idol. Roughly carved from ancient black stone; depicts an egg-shaped object surrounded by a mass of tentacles.

Staring at the idol is hypnotic as the tentacles appear to be moving.

PART IV: BRING DOWN THE MOUNTAIN

1. ASSEMBLE THE COMPONENTS

The shimmering crystal fits into the adamantine staff with a satisfying click. The etched runes begin to glow and the completed staff crackles with pulsing energy.

- Once powered with the crystal, the **Adamant Staff** serves as an *arcane focus* and gives a +1 bonus to spell attack and spellcasting DCs; the staff retains this power after the ritual is complete unless the crystal is removed

→ If within the **Jagged Circle** in the **Colossal Hollow** and Dromph is defeated, see **Sing the Song of Stone (2)**

→ If the group attempts to sing the **Song of Stone** outside of the **Jagged Circle**, nothing happens

2. SING THE SONG OF STONE

From deep within yourself, you hear a reverberating thrum. Your body vibrates as the sound undulates in waves, washing over the ancient stone ground and travelling into the circle around you. For a moment you feel at one with the stone, oscillating in the same frequency. The stone speaks to you in silent words.

The reverberating echoes fade. The Willstone thrums and begins to crack, ethereal grey vapour manifesting from within. A staggering presence gradually fills the room: eternal, resolute, and calm. The vapour gathers around the rock

formation before disappearing into the ancient earth.

After a few strained moments, the colossus shudders and the regular, rhythmic movement of the mountain slows, then stops.

The near-blinding light of the Sun's Brilliance crystal wanes to a faint dim.

Suddenly, the hollow lurches violently as the colossus begins to turn, sending jagged stone tumbling from above.

- The cavern begins to **collapse**, weakened by the battered ceiling and **destabilised** by the shifting momentum of the mountain
- **Hole** in the ceiling created by the sendrak (or the collapsing mountain if the sendrak wasn't summoned) leads up onto the surface of the mountain
- **Fallen stone** piled up means the path is easily reached

3. THE COLLAPSING TUNNEL

Cold mountain air rushes through the ragged tunnel as you climb, crumbling granite and stone falling around you. The sound inside the mountain is beyond deafening, a million million tonnes of ancient rock smashing into itself.

Skill challenge:

- The tunnel is **200 feet** long
- Everyone inside the tunnel is temporarily *deafened*
- Angle of the tunnel isn't steep enough to require climbing checks

- Every three rounds everyone needs to make a *DC 12 Dexterity* saving throw to avoid 2d6 bludgeoning damage from falling rocks
- Halfway through the tunnel a chasm opens, requiring a *DC 12 Athletics/Acrobatics* check to clear; failing the check results in the party member falling prone and taking 2d6 bludgeoning damage from the impact

4. ESCAPE FROM THE PEAK

The cacophony of the tunnel settles, replaced by the calm stillness of the mountain top.

- Wide snowy **plateau**, air cold enough to see your breath
- The entire valley is visible from this vantage point

There are numerous ways off the peak:

Soar like an eagle. Fly down from the mountain using **Wings of Steel** (found in **D9**), the scroll of *feather fall* (found in **D10**), or other magical means.

Entreat Volundr. If the group helped Volundr, he responds to prayer/requests by sending a **young iron dragon** to ferry the heroes off the mountain:

A blasting cry breaks the still air, the gust of molten metal quenched in water. A glinting grey form appears soaring to the north, great wings beating on the wind. The silhouette takes shape, a huge dragon covered in dense iron scales. The dragon lands before you, sending snow flying.

- **Zelezo** [*Zuh-leh-zo*] the iron dragon
- Thanks the party for helping Volundr; offers to drop the party where they

like within the valley

The dragon bows his neck, allowing you to climb on. He rears back, spreading his enormous wings, and springs from the frozen mountainside, sending snow and ice in all directions. Together you soar, high above the valley, the dragon closing his eyes in rapture.

Mundane means. Climb down the Colossus' arm and jump off into a river.

The descent is much easier than the earlier climb; the Colossus travels more slowly and most of the ice was dislodged during the mountain's pivot.

The Colossus shortly passes the wide river north of Novrybi; the group can jump from the arm into the river 60 feet below.

Everyone jumping needs to make a *DC 14 Acrobatics/Athletics* check to fall safely or take 3d6 bludgeoning damage from hitting the water.

PART V: CONCLUSION

ENDINGS

There are three possible endings for the players, depending on how successful they were in stopping the colossus' wake of destruction:

I. Novrybi and the Stone Needle Saved

II. The Stone Needle Saved

III. Novrybi and the Stone Needle Destroyed

I. NOVRYBI AND THE STONE NEEDLE SAVED

On returning to Roywyn at the **Stone Needle**:

Glorious birdsong fills the air. The scintillating wren wheels and twirls, brilliant colours streaming behind in a rainbow of light. Roywyn cries tears of joy that sparkle on her beaming face.

- The gnome offers **profuse thanks** for saving the Valley
- The **duergar** have been dealt a fatal blow; **Dromph** was the driving force
- **Sylva** must be stopped; her influence is growing long indeed
- Her **castle** is rumoured to be far to the east; the road to the southeast past the Seaward Tor leads out of the **protection** of the valley and into greater **Boroz**

➔ If the **sendrak** is now loose in the valley:

- The druid grows quiet; this is one of the monstrosities that have been attempting to **breach the shield** for years; Roywyn will have her hands full dealing with it

The Green Lady looks up at you, hope in her eyes. "The fight for the valley continues but thanks to you we're more prepared than ever for what's to come. You have my eternal thanks, my friends. I wish you luck in your travels."

Treasure

Roywyn retrieves a **small wooden chest** and hands it to the party:

- Reward of **900gp** per person
- A shimmering bracelet, woven from delicate silk in a dozen striking colours: **The Scintillating Wren** (**Appendix III, page 105**)
- A gold-plated morningstar with curved barbs in the form of a sunburst: **The Eye of Dawn** (**Appendix III, page 103**)

II. THE STONE NEEDLE SAVED

On returning to Roywyn at the **Stone Needle**:

Melancholic birdsong fills the air. The scintillating wren circles the room, muted colours streaming behind. Roywyn's face streams with tears. She thanks you gravely.

"I will do what I can for the few survivors of the ruined village. They will need to join their nomadic brethren in the forest camps. I hope you made Dromph pay for the lives he's taken."

- The **duergar** have been dealt a fatal blow; **Dromph** was the driving force
- **Sylva** must be stopped; her influence is growing long indeed

- Her **castle** is rumoured to be far to the east; the road to the southeast past the Seaward Tor leads out of the **protection** of the valley and into greater **Boroz**

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Roywyn retrieves a **small wooden chest** and hands it to the party:

- Reward of **900gp** per person
- A shimmering bracelet, woven from delicate silk in a dozen striking colours: **The Scintillating Wren** (Appendix III, page 105)

III. NOVRYBI AND THE STONE NEEDLE DESTROYED

On leaving the mountain and reaching the ground:

Wreckage of the human village scattered in the Colossus’ wake; fires rage from crushed ruins and the burst river flooded the low lands, washing away mangled forms and shattered debris.

The Stone Needle is smashed and lies broken upon the southern road.

Dark sinewy forms shriek and swoop overhead as Sylva’s forces claim the land for their vampire queen.

- With the Stone Needle destroyed, the warding shield protecting the valley falls, allowing the insidious darkness that blankets the rest of Boroz to seep into the exposed valley

Treasure

Next to the ruins of the Stone Needle rests a **small wooden chest**:

- Note from Roywyn: “The fates were not kind today, my friends. Have this gold with my thanks. If you seek to truly stop Sylva, her **castle** is rumoured to be far to the east; take the road to the southeast past the Seaward Tor.”
- Reward of **900gp** per person

WRAPPING UP

If run as a one-off, the adventure ends here, with the Colossus stopped but the characters stranded in a cursed and hostile land. There are further areas of Boroz to investigate, including an inevitable confrontation with Baroness Sylva Havel.

If run as part of an existing campaign, the characters may choose to remain in the Valley or leave to explore further adventures.

APPENDIX I: NPCs



Scimitar. Melee weapon attack: +6 to hit, reach 5 ft.. Hit: 1d6 + 4 slashing damage.

CYTHURR

Half-elf fighter

Medium humanoid, chaotic neutral

Armour Class 15 (leather)

Hit Points 36

Speed 30 ft.

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

Saving Throws Str +4, Con +4

Skills Acrobatics +6, Athletics +4,

Intimidation +1, Survival +3

Senses passive Perception 11

Languages Common, Elvish

Challenge 3 (700 XP)

Improved critical (Greatbow). Critical hit on a 19 or 20.

ACTIONS

Greatbow. Ranged weapon attack: +8 to hit, (Normal range 60 to 450 ft.; disadvantage short range to 59 ft.; disadvantage long range 451 to 900 ft. Must take one round to sight target; if target moves behind cover, the attack automatically fails. Must be used two-handed). Hit: 1d10 +4 piercing damage.



DATTLR FREE FROM MERCY

Duergar barbarian

Medium humanoid, neutral evil

Armour Class 14 (none)

Hit Points 86 (5d12+15)

Speed 35 ft.

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

Saving Throws Str +7, Con +6

Condition Immunities frightened

Skills Perception +4

Senses Darkvision 120 ft., passive Perception 14

Languages Common, undercommon

Challenge 5 (1,800 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Danger Sense. Advantage on Dexterity saving throws against effects that he can see, such as traps and spells.

Indomitable Greataxe. Dattlr's weapon bestows the following benefits:

- 20 (5d6) temporary hit points
- Immunity to fear

ACTIONS

Enlarge. For 1 minute, Dattlr magically increases in size as a bonus action. While enlarged, he is large, doubles his damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage.

Reckless Attack. When the duergar makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using strength during this turn, but attack rolls against him have advantage until his next turn.

Rage. On his turn, he can enter a rage as a bonus action. While raging, he gains the following benefits:

- Advantage on strength checks and Strength saving throws.
- +2 extra damage on all melee weapon attacks.
- Resistance to bludgeoning, piercing, and slashing damage

His rage lasts for 1 minute.

Multiattack. Dattlr makes two attacks per round.

Merciless Headbutt. Melee unarmed attack: +7 to hit, reach 5 ft. Hit: 1d8+4 bludgeoning damage. Target must make a DC 15 Constitution save or be stunned until the end of Dattlr's next turn.

Greataxe. Melee weapon attack: +8 to hit, reach 5 ft. Hit: 1d12+5 slashing damage or 2d12+5 slashing damage when enlarged (2d12+7 when enlarged and raging).



NISERIE

Wild elf ranger

Medium humanoid, lawful neutral

Armour Class 15 (leather)

Hit Points 64 (9d10)

Speed 35 ft.

STR 12 (+1) **DEX** 19 (+4) **CON** 13 (+1) **INT** 10 (+0) **WIS** 15 (+2) **CHA** 8 (-1)

Saving Throws Str +3, Dex +6

Skills Animal Handling +4, Athletics +3, Insight +4, Perception +4, Stealth +6, Survival +4

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Gnomish

Challenge 9 (5,000 XP)

Horde Breaker. Once on each turn when she makes a weapon attack, she can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of her weapon.

Escape the Horde. Opportunity attacks against her are made with disadvantage.

Spellcasting. Niserie is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit

with spell attacks). She has the following ranger spells prepared:

Level 1: *cure wounds, hunter's mark, animal friendship*

ACTIONS

Multiattack. Niserie makes two attacks per round.

Longbow. Ranged weapon attack: +6 to hit. Hit: 1d8+4 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

Shortsword. Melee weapon attack: +6 to hit, reach 5 ft. Hit: 1d6+4 piercing damage.



ROYWYN

Gnome druid

Small humanoid, true neutral

Armour Class 15 (leather, wooden shield)

Hit Points 66 (9d8)

Speed 25 ft.

STR 8 (+1) **DEX** 14 (+2) **CON** 14 (+2) **INT** 12 (+1) **WIS** 19 (+4) **CHA** 12 (+1)

Saving Throws Int +5, Wis +8

Skills Insight +8, Medicine +8, Nature +5, Religion +5

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Gnomish

Challenge 9 (5,000 XP)

Wild Shape. Ocelot (beast), AC 12, hp 37, Speed 40 ft., melee weapon attack (bite): +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) piercing damage.

Spellcasting. Roywyn is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following druid spells prepared:

Cantrip: *druidcraft, guidance, shillelagh*

Level 1: *detect magic, cure wounds, faerie*

fire, animal friendship

Level 2: *spider climb, lesser restoration, hold person*

Level 3: *lightning bolt, meld into stone, conjure animals*

Level 4: *stone shape, stonewalk, dominate beast*

Level 5: *reincarnate*

ACTIONS

Shillelagh club. Melee spell/weapon

Attack: +8 to hit, reach 5 ft. Hit: 1d8+8

bludgeoning damage. (Cantrip effect on weapon lasts for 1 minute.)



DROMPH THE INSANE

Duergar cleric

Medium humanoid, chaotic evil

Armour Class 19 (splint)

Hit Points 75 (8d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	8 (-1)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4

Senses Darkvision 120 ft., passive Perception 13

Languages Undercommon, Common, Dwarvish

Challenge 6 (2,300 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Cantrips: *guidance, resistance, sacred flame, thaumaturgy, vicious mockery*

Level 1: *command, hideous laughter, shield of faith*

Level 2: *blindness/deafness, hold person, spiritual weapon*

Level 3: *bestow curse, major image, slow*

ACTIONS

Invisibility. The duergar magically turns invisible until it attacks, casts a spell, or uses its enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Enlarge. For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes strength checks and strength saving throws with advantage. If the duergar lacks the room to become large, it attains the maximum size possible in the space available.

Channel Divinity: Free Falling. Dromph can use his channel divinity to inflict a waking nightmare upon his enemies.

As an action, Dromph presents his holy symbol and invokes the name of C'tegra. Each creature that he can see within 10 feet of him watches the terrain under them fall away into a perilous drop and experiences the sensation of falling 30 feet to the ground. The creature is knocked prone for one round and takes 3d6 psychic damage on a failed Intelligence saving throw, and half as much damage on a successful one.

Channel Divinity: Loathsome Knell (Recharge 5-6). When Dromph deals psychic damage, he can also project a phantasmal bell into the target's mind and ring it, inflicting short term madness lasting 1d10 rounds.

Glaive. Melee weapon attack: +7 to hit, reach 10 ft. Hit: 1d10+4 slashing damage or 2d10+4 slashing damage when Enlarged.

REACTIONS

Cry in the Night. Dromph can psychically rebuke an attacker with an image projected into their mind of their worst fears come to life. When a creature within 30 feet of Dromph that he can see hits him with an attack, he can use his reaction to cause the creature to make an Intelligence saving throw. The creature takes 2d8 psychic damage on a failed saving throw, and half as much damage on a successful one. (3/day)

LEGENDARY ACTIONS

Dromph can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dromph regains spent legendary actions at the start of their turn.

Cantrip. Dromph casts a cantrip.

Living Nightmare. Dromph chooses one target and forces them to make a Charisma saving throw. On a failed save, Dromph channels the eldritch energy of C'tegra and manifests a corrupted version of the target.

The creation is a phantasmal green aberration with AC 14, half of the target's total hit points, moves at the

target's speed, and has generic copies of the target's primary melee weapons (+4 to hit, 1d8+2 psychic damage). Melee attacks from the target against the creation are at *disadvantage* and the creation is immune to psychic damage.

The creation attacks the target and fights until reduced to 0 hp, at which point it dissolves into green miasma.

Short-Term Madness

d100	Effect
01-20	The character retreats into his or her mind and becomes <i>paralyzed</i> . The effect ends if the character takes any damage.
21-30	The character becomes <i>incapacitated</i> and spends the duration screaming, laughing, or weeping.
31-40	The character becomes <i>frightened</i> and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has <i>disadvantage</i> on <i>ability checks</i> .
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is <i>stunned</i> .
91-100	The character falls <i>unconscious</i> .

APPENDIX II: MONSTERS

CHITTERING MIMIC



Skilled shapeshifter, able to assume any form from a wooden chest to a village shop. Terrifyingly nimble, with a voracious gaping maw and standing on two powerful gangly legs, the chittering mimic is a deadly foe, able to grab prey with sinewy arms. Unleashes a stream of gibberish when attacking its prey that stuns and disorients.

Keen dungeon delvers soon learn to listen for the chittering mimic's breathing before opening any unguarded chests.

CHITTERING MIMIC

Large monstrosity (shapechanger), neutral

Armour Class 14 (Natural Armour)

Hit Points 90 (12d8+18)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	14 (+2)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Senses darkvision 60 ft., passive

Perception 12

Languages Common

Challenge 4 (1,100 XP)

Shapechanger. The chittering mimic can use its action to polymorph into an object or back into its true, humanoid form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Terrible Chatter. When its true form is revealed, the mimic unleashes an endless torrent of high-pitched chattering. Each non-undead creature within 10 feet of the chittering mimic that can hear it must succeed on a DC 14 Wisdom saving throw or be stunned for 1d4 rounds.

A stunned target can repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this chittering mimic's Terrible Chatter for the next 24 hours.

ACTIONS

Multiattack. The chittering mimic gets a bonus bite attack after a successful grab.

Grab. Melee weapon attack: +5 to hit, reach 5 ft., one target. Escape DC 14.

Kick. Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Bite. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 3) piercing damage.

CORRUPTED ELF

Appears superficially to be a wild elf, taller and thinner than a human, but with body twisted and warped, flesh oozing with tumescent purple boils.

The purple corruption is a living organism, sharing a consciousness with a violet pudding. The corrupted elf mindlessly attacks anything not part of the pudding's ooze colony.

CORRUPTED ELF

Medium humanoid, chaotic evil

Armour Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 60ft, passive Perception 10

Challenge 1 (200 XP)

Violet Corruption (Lesser). Purple growths appear on the flesh, spreading from the neck. At the start of the affected creature's turn, they must succeed on a DC 10 Charisma saving throw or be compelled to bite their nearest ally for 3 (1d10) necrotic damage. A successful save means the creature acts as normal but remains infected.

The corruption is purged when the corrupted elf is destroyed.

This disease only affects elves or half-elves.

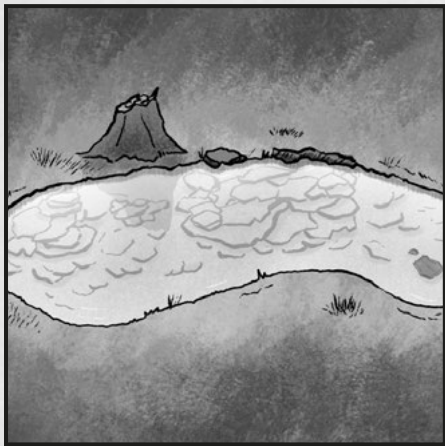
ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 +

2) piercing damage. The target must succeed on a DC 10 Charisma saving throw or be compelled to bite their nearest ally for 3 (1d10) necrotic damage.

If the target is an elf or half-elf, they need to make a Constitution DC 10 saving throw or be inflicted with *Violet Corruption (Lesser)*.

GELATINOUS POND



Crystal clear shallow pond, perfectly devoid of all flora and fauna. The surface shimmers in any light and dissolves anything it touches.

Gelatinous ponds lie in wait for their prey, patiently resting in an open field or calm forest for months or even years. Like their cuboid relations, gelatinous ponds dissolve living tissue, leaving only the bones and teeth of their victims.

GELATINOUS POND

Large ooze, chaotic evil

Armour Class 7

Hit Points 85 (10d10+30)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	6 (-2)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses Blindsight 60ft (blind beyond this radius), passive Perception 8

Languages None

Challenge 4 (1,100 XP)

Ooze pond. The pond is wide but shallow. Creatures inside the pond can be seen but have total cover.

A creature within 5 feet of the pond can take an action to pull a creature or object out of the pond. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 18 (4d8) acid damage.

The pond can hold only one large creature or up to four medium or smaller creatures inside it at a time.

ACTIONS

Pseudopond. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 18 (4d8) acid damage. If the target is medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends.

Dunk. The pond dunks the creature grappled by it into its corrosive surface. The creature must succeed on a DC 14 Dexterity saving throw or take 18 (4d8) acid damage and be engulfed. On a successful save, the target takes half the acid damage and isn't engulfed.

The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the pond's turns.

THE SCARLET JACK



An ethereal blood red skeleton in a tattered and billowing crimson robe.

The Jack is a manifestation of the red debt, the ancient pact formed when an oath taken in blood is broken.

The Jack demands payment: one gold piece on the first night, two on the second, and so on, doubling every night. Once its quarry has been marked, only gold or death will stop it.

Pay the Jack your toll or it will claim your soul in forfeit.

THE SCARLET JACK

Medium undead, neutral

Armour Class 21 (Natural Armour)

Hit Points 260 (18d10+144)

Speed 0 ft., fly 120 ft.

STR 10 (+0) **DEX** 16 (+3) **CON** 16 (+3) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 15 (+2)

Damage Immunities acid, cold, fire, force, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed,

exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses truesight 120 Ft., passive Perception 18

Languages telepathy 120 ft.

Challenge 21 (33,000 XP)

Burning Beacon. The Jack innately knows where its quarry is, as per the spell *locate creature*.

Incorporeal Movement. The Jack can move through other creatures and objects as if they were difficult terrain.

Debt Paralysis. Any creature that starts its turn within 20 feet of it must make a DC 21 Wisdom saving throw. On a failed save, the creature is paralysed until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Jack's Debt Paralysis for the next 24 hours.

ACTIONS

Blood for Blood. If the Jack's quarry cannot pay the nightly amount owed, the quarry's allies can choose to voluntarily sacrifice their life force to cover the debt.

The Jack absorbs one hit point per gold coin demanded from up to 4 humanoids within 30 feet; these hit points are permanently lost and nothing short of a *wish* spell can restore them.

Red Harvest. The scarlet Jack targets one creature it can sense within 10 ft. of it. It reaches into the target's chest and pulls out its glowing soul. The target must succeed on a DC 25 Constitution saving throw or die.

The Jack then transforms the soul into a blood-red coin, placing it on the scale to balance the debt.

SENDRAK



A nightmarish approximation of a dragon, with an elongated black translucent body shimmering with power and diaphanous wings glistening with coursing sinew.

A sendrak is a nightmare-made-flesh, manifested in the world by an entity of chaos and madness to break down the barrier between the material plane and the world of dreams.

SENDRAK

Large aberration, chaotic evil

Armour Class 18 (Natural Armour)

Hit Points 178 (17d10+85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR 23 (+6) **DEX** 10 (0) **CON** 21 (+5) **INT** 14 (+2) **WIS** 11 (0) **CHA** 19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Damage Immunities force

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

Senses Blindsight 30 Ft., Darkvision 120 Ft., passive Perception 18

Languages None

Challenge 10 (5,900 XP)

ACTIONS

Multiattack. Makes three attacks: one with its bite and two with its claws.

Bite. Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) force damage.

Claw. Melee weapon attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Nightmare Rays. Shoots two of the following nightmare rays at random (1d4, reroll duplicates), choosing one or two targets it can see within 120 ft. of it:

1. **Mute Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be lose the ability to comprehend language for 1d4 rounds. The targeted creature cannot speak or understand spoken words. All spells cast with a verbal component fail.

2. **Immobility Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be *stunned* for 1d4 rounds. The creature can still speak and cast spells that only require a verbal component.

3. **Strange Ray.** The targeted creature must succeed on a DC 14 Intelligence saving throw or lose all knowledge of their allies for 1d4 rounds, seeing strangers who've replaced their friends.

4. **Aging Ray.** The targeted creature must succeed on a DC 14 Charisma saving throw or physically age to an extreme level for 1d4 rounds. Attack rolls and physical ability checks (Str, Dex, Con) are now made at disadvantage and movement speed is halved.

SILVERTONGUE



The offspring of a devil and an elf, a silvertongue has the shining silver skin and pointed ears of a high elf and the curling horns, sharp fangs, leathery wings, and prehensile tail of a devil.

Devious, capricious creature revelling in lies and deceit; delight in turning friend against friend and seeing strong bonds dissolve into spilled blood.

SILVERTONGUE

Medium fiend, lawful evil

Armour Class 19 (scale mail)

Hit Points 82 (11d8+33)

Speed 30 ft, fly 60 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 16 (+3) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 16 (+3)

Saving Throws Str +7, Int +5, Cha +6

Skills Deception +6, Perception +4, Stealth +7

Damage Resistance cold, lightning, poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft.

Languages Infernal, Common

Challenge 5 (1,800 XP)

Devil's Sight: Magical darkness doesn't impede the Silvertongue's darkvision.

Fiendish Blessing. The AC of the silvertongue includes its Charisma bonus.

Innate Spellcasting. The silvertongue's spellcasting ability is Charisma (spell save DC 14). The silvertongue can innately cast the following spells, requiring no material components:

3/day each: *alter self*, *command*, *darkness*

1/day: *plane shift* (self only)

ACTIONS

Multiattack. The silvertongue makes two melee attacks or uses its Mind Needle twice.

Halberd. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 4) slashing damage.

Mind Needle. Ranged spell attack: +7 to hit, range 120 ft., one target. Hit: 7 (2d6) psychic damage. The target must succeed on a DC 14 Charisma saving throw or lose all memories of the last year of their life for 1 hour.

Fiendish Charm. One humanoid the silvertongue can see within 30 ft. of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the silvertongue's spoken commands.

If the target suffers any harm from the silvertongue or another creature, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the silvertongue's Fiendish Charm for the next 24 hours.

TRAITOR'S HEART



A desiccated and blackened heart beats unnaturally within a spectral humanoid form. On every beat, sickly green energy crackles down an ethereal network of veins and arteries, illuminating the body the heart once lived within.

Spontaneously created in areas of overwhelming eldritch power when a traitor's heart is cut from a corpse and buried upside down in a shallow grave.

The grave, resonant rhythm of the undead heart is unnaturally loud and can strike fear in even the stoutest hero.

TRAITOR'S HEART

Medium undead, neutral evil

Armour Class 14

Hit Points 69 (9d8+18)

Speed 30 ft

STR 16 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 10 (+0)

Saving Throws Con +4

Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Blindsight 30ft, passive Perception 10

Languages None

Challenge 4 (1,100 XP)

Dreadful Beat. Each non-undead creature within 60 feet of the traitor's heart that can hear it must succeed on a DC 14 Wisdom saving throw or be *frightened* for 1d4 rounds.

A frightened target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this traitor's heart's Dreadful Beat for the next 24 hours.

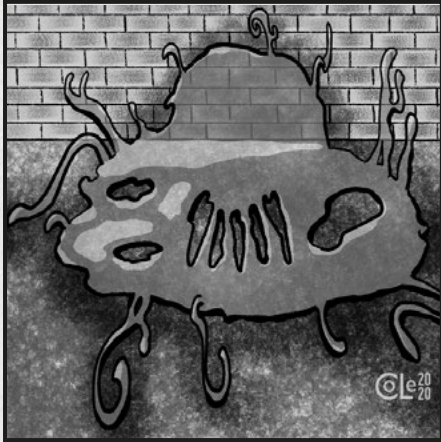
ACTIONS

Betrayer's Pulse. The traitor's heart targets one creature it can sense within 30 ft. of it. A pulse emanates from the physical heart and engulfs the target, who must succeed on a DC 14 Charisma saving throw against this magic or immediately attack its closest ally. If the target fails the saving throw by 5 or more, it also must flee for 1d4 rounds. A target that succeeds on the saving throw is immune to the Betrayer's Pulse for the next 24 hours.

Multiattack. The traitor's heart can use its Betrayer's Pulse and make one attack with its spectral fist.

Spectral Fist. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

VIOLET PUDDING



An undulating mass of sickly purple phosphorescence, possessed of preternatural cunning and a desire to spread its corruption.

The pudding's touch draws the life force from its victims and it shares a dim consciousness across its varied forms, from spore to ooze.

VIOLET PUDDING

Large ooze, chaotic evil

Armour Class 7

Hit Points 85 (10d10+30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	6 (-2)	6 (-2)	1 (-5)

Damage Immunities cold, necrotic, psychic, slashing

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses Blindsight 60ft (blind beyond this radius), passive Perception 8

Challenge 4 (1,100 XP)

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

Necrotic Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage. The pudding regains hit points equal to half the necrotic damage dealt.

If damaged, the attacker needs to succeed on a DC 14 Constitution saving throw or be inflicted with *Violet Corruption* (see below).

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Violet Corruption. Purple growths appear on the flesh, spreading from the neck. At the start of the affected creature's turn, they must succeed on a DC 14 Charisma saving throw or be compelled to bite the nearest ally for 5 (1d10) necrotic damage. A successful save means the creature acts normal but remains infected. The corruption is purged when the violet pudding is destroyed.

ACTIONS

Pseudopod. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) necrotic damage. As well, the target needs to make a Constitution DC 14 saving throw or be inflicted with *Violet Corruption*.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to psychic or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original's, rounded down. New puddings are one size smaller than the original.

APPENDIX III: MAGIC ITEMS

CORONAL OF INSIGHT

Wondrous item, very rare (requires attunement)

Golden circlet with horn-like prongs and a flat indentation at the front.

Wearing the Coronal grants you the innate ability to comprehend any language, written or spoken.

You also gain the ability to *see invisibility*, as per the spell. You can use this power once per short or long rest.

Cursed. The Coronal is an artefact of the nightmare entity **C'tegra**. Once placed on your head, you are unable to remove the circlet by mundane or magical means unless the curse is broken.

When worn, C'tegra whispers to you when dreaming or meditating. You comprehend its words when spoken but remember none of them upon waking.

Every morning you need to make a

DC 8 Charisma saving throw to avoid succumbing to C'tegra's influence. Failing the save results in advancing one stage on the **table below**. You gain the ability listed but are compelled to carry out the equivalent penalty action.

For every day you wear the circlet, C'tegra's influence grows stronger. Add +1 to the Charisma saving throw's DC for each day worn.

The curse can only be broken with *remove curse* spell cast by a 9th-level cleric or above.

EGIL'S FURY

Weapon (longbow), rare (requires attunement)

Delicately crafted blackwood longbow, carved with dwarven runes depicting glyphs of fire, ice, and lightning.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, as a bonus

Coronal of Insight influence table:

Stage	Bonus Ability	Penalty action
1	You gain the ability to comprehend any spoken language	You must spend at least 1 hour in worship to C'tegra each day; failing to do so results in <i>deafness</i> upon waking, lasting one day
2	You learn one cantrip of your choice from the bard or sorcerer spell list. Charisma is your spellcasting ability for it	You must kill at least one creature sized <i>small</i> or larger every day in sacrifice to C'tegra; failing to do so results in <i>blindness</i> upon waking, lasting one day
3	You can cast the spell <i>spiritual weapon</i> 3/day; the weapon takes the form of a glaive. You also gain the ability to turn invisible (as per <i>invisibility</i>) once per day	You must sacrifice a humanoid every day in the name of C'tegra; failing to do so results in <i>paralysis</i> upon waking, lasting one day
4	You gain a fly speed (60 ft.) and telepathy (120 ft.)	You must sacrifice a close ally in the name of C'tegra. Doing so results in the manifestation of a sendrak (Appendix II) that attacks your allies. Failing to do so results in the sendrak manifesting inside your body, killing you

action, you can activate a glyph on the bow to choose the weapon's magical damage, one type of your choice - *cold*, *fire*, or *lightning*.

Egil's Fury requires no ammunition; the magical bow generates an arrow constructed from the chosen type. On a successful hit, the target takes an additional 1d6 damage of the selected energy type.

THE EYE OF DAWN

Weapon (morningstar), very rare (requires attunement)

Gold-plated morningstar with curved barbs in the form of a sunburst.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend or an undead with it, that creature takes an extra 1d6 radiant damage.

While holding the weapon, it creates an aura in a 10-foot radius around you. You and all allies in the aura have *advantage* on Perception checks to locate hidden or invisible creatures.

When you hit a target with a melee weapon attack, you can call upon the power of Gwaire, God of the Sun, to ignite a burst of brilliant sunlight upon your target, which must make a *DC 15 Constitution saving throw*. On a failed save, the target takes 3d6 radiant damage and is *blinded* for 1d4 rounds. On a successful save, it takes half as much damage and isn't blinded. Undead and fiends have *disadvantage* on this saving throw.

A target blinded by this effect makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

You cannot use the radiant sunburst ability again until dawn on the following day.

FORMLESS CLAY

Wondrous item, rare

Seemingly mundane block of pale grey clay, six inches in diameter.

By focusing on an image and shaping the clay, you can create a tiny creature up to one foot tall. The creature is a stone *construct* but appears as any type of humanoid or beast you choose.

In combat, the construct has 10 hp, a movement speed of 25 ft., AC of 16, and can make one attack per round at +3 to hit for 1d6+3 bludgeoning damage. The construct is immune to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, and unconscious.

Exists for 24 hours or until reduced to 0 hit points, after which it loses form and turns back into a block of clay. The construct is friendly to you and your companions. The construct acts on your turn, obeying any verbal commands that you issue to it. If you don't issue any commands, it defends itself from hostile creatures but otherwise takes no actions.

The clay requires 24 hours to recharge between uses.

HARDENED HEART

Wondrous item, rare (requires attunement)

Once living fist-sized heart, now hardened to obsidian by hatred and betrayal. Beats when held in the hand.

Having it in your possession grants you immunity to *charm* spells but puts you at *disadvantage* on all Persuasion *skill checks*.

As well, by grasping the heart in your hand and whispering a curse, you can compel a creature to make a *Wisdom DC 18 saving throw*. Creatures that fail the save take 4d6 psychic damage and immediately move and attack their nearest ally with their most potent attack; if no ally is in range, they take double psychic damage. Creatures that succeed on the save don't take any damage.

This ability resets after a long rest.

INDOMITABLE GREATAXE

Weapon (greataxe), rare (requires attunement)

Magical six foot bearded steel greataxe, covered in nicks and scuffs and carved duergar runes.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you are immune to fear and you gain 3 temporary hit points for each level you have attained. These hit points reset each day.

RADIANT SPHERE

Wondrous item, rare (1 time use)

Perfectly round sphere, scintillating flaming sunburst at the centre. Radiates warmth when held in the hand and produces the same amount of light as a torch.

As an action, you can smash the sphere to shatter it, unleashing the divine magic within. Any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + 2 on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

RAVEN DIRK

Weapon (dagger), rare (requires attunement)

Long and tapered dagger with an ivory handle wrapped in oiled leather. The blade is black and intricately etched with the image of a murder of crows.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While holding the dirk, if targeted by a ranged or melee attack, you can use your *reaction* to cast *misty step*, disappearing in a flurry of raven feathers and re-appearing in an unoccupied space up to 30 feet away that you can see. You can use this ability once per short or long rest.

THE SCARLET JACK

Wondrous item, very rare

Blood-red coin stamped with a grinning skull on one side and the name of the coin's owner on the other.

Possessing the coin grants its owner the following benefit: when reduced to 0 Hit Points but not killed outright, they drop to 1 hit point instead. This ability is only usable once a day.

Cursed. As soon as someone touches the coin, they become cursed by The Scarlet Jack. Any attempts to drop, give away, or otherwise lose the coin will fail, as it always re-appears within the hour.

When the coin is in the owner's possession, they are visited every night at dusk by **The Scarlet Jack**, an ethereal red skeleton in a flowing and tattered red robe (**Appendix II, page 97**).

The first night the Jack appears, it demands one gold from the coin owner. On every subsequent night, the Jack



The Scarlet Jack Coin

demands twice as much gold as the night before. If the coin owner refuses to pay, or does not have enough gold to cover the debt, the Jack attempts to take their soul instead.

The curse can be broken with *remove curse* or by slaying The Scarlet Jack.

THE SCINTILLATING WREN

Wondrous item, very rare (requires attunement)

A shimmering bracelet, woven from delicate silk in a dozen striking colours.

By whistling to the bracelet you gain the service of a familiar, a spirit in the form of a scintillating wren, brilliant feathers shifting colours constantly. The wren has the statistics of an **owl**.

The wren acts independently of you, but always obeys your commands. In combat, they roll their own initiative and act on their own turn. The wren can't attack, but they can take other actions as normal.

When the wren drops to 0 hit points, they disappear in a shimmering burst of light, leaving behind no physical form.

While the wren is within 100 feet of you, you can communicate telepathically. Additionally, as an action, you can see through the wren's eyes and hear what they hear until the start of your next turn, gaining the benefits of 120 foot *darkvision*. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss the wren. They disappear into a pocket dimension where they await your summons. As an action while they are temporarily dismissed, you can cause them to reappear in any unoccupied space within 30 feet of you.

Finally, when you cast a spell with a range of touch, the wren can deliver the spell as if they had cast the spell. They must be within 100 feet of you, and they must use their reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

TRUOMETAL CIRCLET

Wondrous item, rare (requires attunement)

Slender mithril headband with a shining sapphire inset on the front.

Wearing the circlet imparts a sliver of the magical knowledge of the Steelbreaker dwarves, granting you an extra 1st level daily spell slot for every 4 caster levels.

As well, when wearing the circlet, you are able to tap into the powerful reservoir of magic still held within, granting you an extra strand of fate. As a *reaction*, you can use the circlet's power to re-roll a failed spell attack, granting you advantage. This ability resets after every short or long rest.

VOLUNDR'S CHAIN

Wondrous item, rare (requires attunement)

Length of seemingly mundane iron shackles worn around the waist.

Grants *resistance* to fire damage, the ability to comprehend the Ignan language, and, by striking a flint against the iron, allows the bearer to summon an **azer** fire elemental for 1 minute.

The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

The belt can't be used to summon again until the next dawn.

WINGS OF STEEL

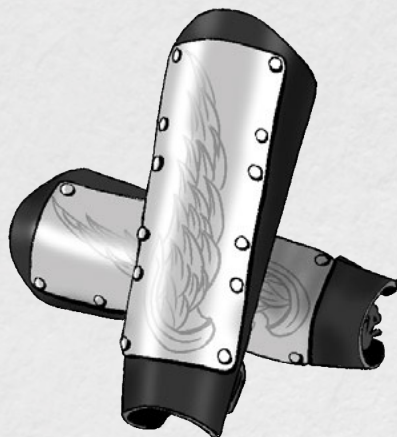
Wondrous item, rare

Pair of brushed steel bracers etched with delicate feathered wings; fits to the outer forearm with oiled leather straps.

Allows the wearer to ignore the first 10 points of falling damage. As well, when activated, flexible wings extend from each bracer, made of steel but as light and pliant as feathers.

Grants the wearer the benefits of the spell *feather fall* for themselves and up to 5 creatures within 60 feet. Each chosen creature manifests a set of spectral wings for the duration of the effect (2 minutes).

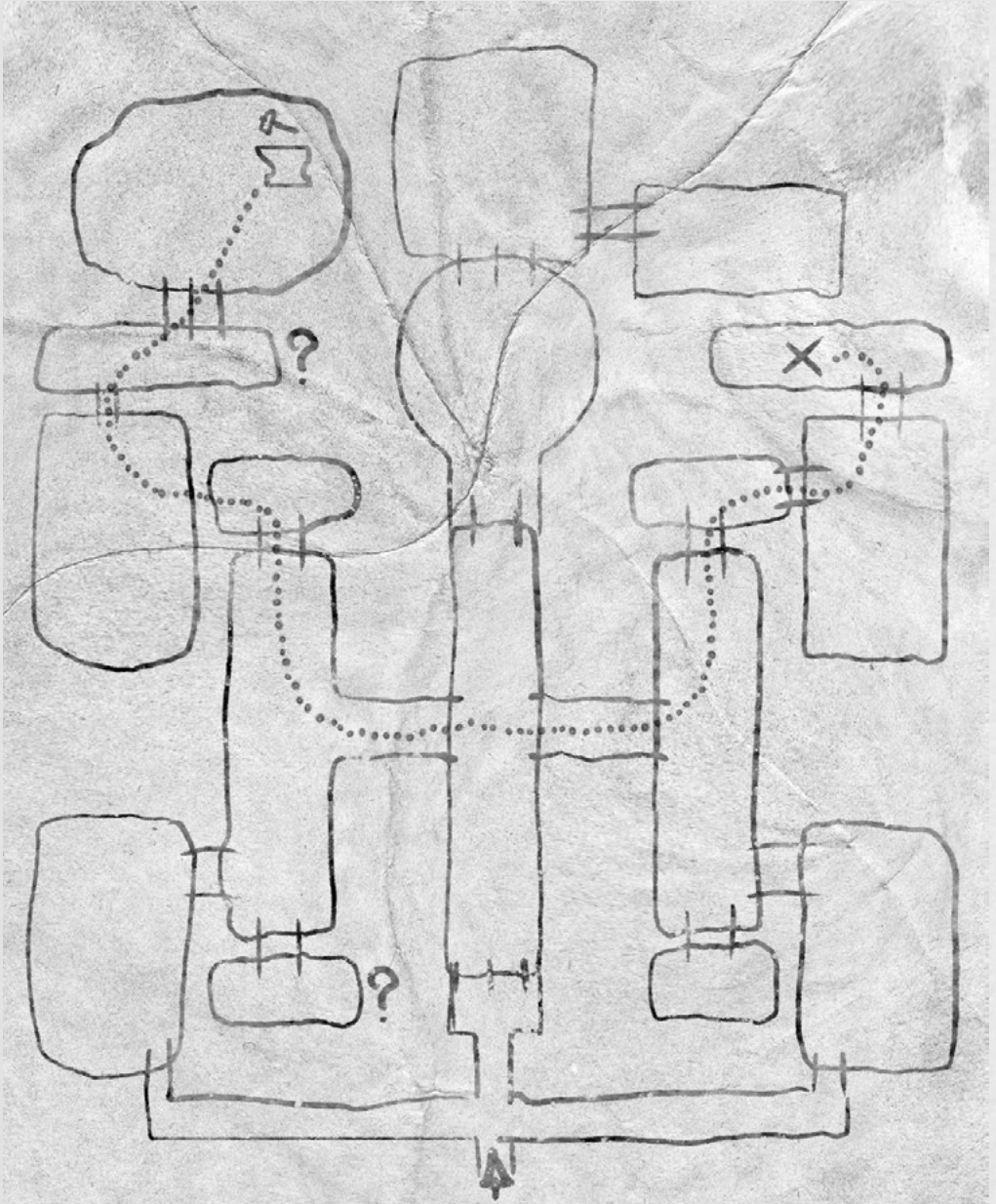
The wings require 4 hours to recharge between uses.



Wings of Steel

APPENDIX IV: HANDOUTS

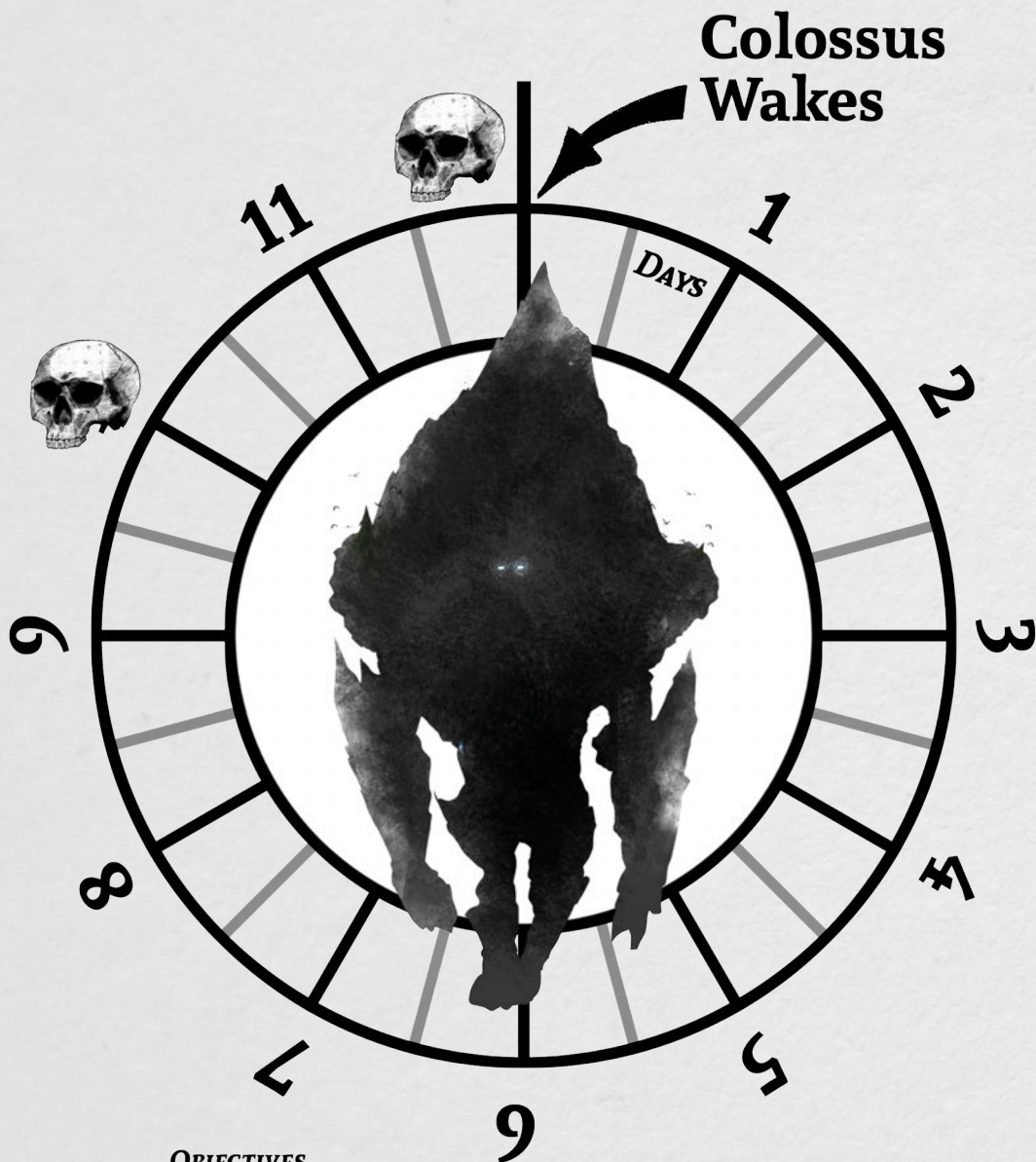
1. WAYLAND'S MAP












2. NOTE TO NULA

My Dove,
We pray you have
escaped this accursed
ruin and have found
your way back HOME.
Fly free, little dove,
and so we fly with you.
Your loving family.

APPENDIX V: COLOSSUS TRACKER



OBJECTIVES

- | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> The Stone Needle  | <input type="checkbox"/> Yluufa  |
| <input type="checkbox"/> Ysgora's Keep   | <input type="checkbox"/> The Seaward Tor  |
| <input type="checkbox"/> Novrybi  | <input type="checkbox"/> The Lumbering Peak  |
| Travel  Long Rest  | |

Colossus tracker. Mark off travel and objectives using the movement tracker. Each objective denotes how many segments are required to complete, along with the costs of travelling from one location to another and *long rests*.

Deadline. If the party doesn't complete the ritual in time, the Colossus destroys **Novrybi** (the human village) on the 10th day and the **Stone Needle** on the 12th day. The Green Lady projects an image of the destruction to the party as it happens.

The adventure continues but there are consequences to both of these events, as detailed below.

Novrybi (Dawn of Day 10)

A titanic shadow falls over the frantic village. The jagged foot of the Colossus sends shockwaves through the ground, knocking over wooden buildings and bursting the banks of the river. Moments later the second foot falls, obliterating everything underneath. The desperate wails of the remaining townsfolk are silenced by the mountain's thunderous step.

Cythurr's wrath. The half-elven archer who guards the road to Novrybi swears an oath to hunt down the party for allowing the village to be destroyed, lying in ambush for them on the main road near the Colossus (see **page 74**).

The Red Debt. Failure to return Nula, her family, or deliver word of their fate to the Elder Choir results in a **broken vow**.

Character who breaks the oath find a cursed **Scarlet Jack** coin (see **Appendix III, page 104**) somewhere on their person.

The Stone Needle (Dawn of Day 12)

The narrow spire of the Stone Needle shudders as the Colossus grows closer. Roywyn is on the peak, arms raised in defiance, mouth twisted in a grimace. The ridged arm barely brushes the stone of the spire and the Needle cracks, then breaks. The tower gracefully plummets to the valley below, breaking into a dozen pieces.

The sky darkens as the colour drains from the vivid forest, leaving muted grey. Mist creeps from over the ridged mountains, enveloping the land in sombre gloom.

The shield falls. The warding shield protecting the valley is no more; with both towers gone, no magic remains to maintain the protection.

Due to the mist and dim light, creatures **sensitive to sunlight** no longer experience any penalties.

Travel within the valley becomes deadlier. When moving from one location to another, roll on the encounter table below.

d6	Random encounters
1	Banshee materialises among the party and wails
2	Group of wild elves (tribal warrior) flee from a sendrak (Appendix II)
3	Vampire spawn drains the blood from a human nomad
4	Chuul emerges from a fetid pond and drags the smallest PC under
5	Sendrak flies past carrying the bodies of two humans
6	Pack of 3 dire wolves stalk a giant elk

APPENDIX VI: CHARACTER OPTIONS

SUBRACE: WILD ELF

Wild elves are taller and thinner than their usual forest-dwelling brethren, surpassing seven feet tall on average.

As a wild elf, you have keen senses and intuition, and your strong arms and legs allow you to quickly and stealthily scale even the most difficult terrain. In Boroz, wild elves are reclusive and distrusting of non-elves.

Wild elves' skin tends to be pale white in hue, sometimes with traces of blue. Their hair tends toward silvers, but it is occasionally bronze or gold-coloured. Their eyes are blue, silver, or grey.

Ability Score Increase. Your Strength score increases by 1.

Weapon proficiencies. You have proficiency with the greatbow, pike, and kukri.

Born Climber. You have a base climbing speed of 30 feet.

Plant Affinity. You have the ability to communicate in a limited manner with plants. They can understand the meaning of your words, though you have no special ability to understand them in return.

If a plant creature is in the area, you can communicate with it as if you shared a Common language, but you gain no magical ability to influence it.

Wild elf weapons

Greatbow. 1d10 piercing, 10 lb., Ammunition (range 60-450/900), heavy, two-handed.

Ranged attacks within 60 feet of a target are made at *disadvantage* due to the unwieldy nature of the greatbow.

Kukri. 1d8 slashing, 3 lb., finesse.

CLERIC DOMAIN: NIGHTMARE

The gods of nightmare sow chaos and insanity, manipulating the laws of reality to resemble that in a dream. They're patrons of lunatics, creatures of chaos, and things that exist outside time and space. Nightmare gods send clerics to rend the forces of law and inflict madness on the mortal realms, ultimately to break the barrier between the dream world and the waking world.

Nightmare Domain Spells:

Cleric Level	Spells
1st	<i>Hideous laughter, illusory script</i>
3rd	<i>Phantasmal force, silence</i>
5th	<i>Major image, slow</i>
7th	<i>Hallucinatory terrain, phantasmal killer</i>
9th	<i>Dream, geas</i>

Bonus Cantrip. When you choose this domain at 1st level, you gain the bonus cantrip *vicious mockery*.

Cry in the Night. At 1st level, you can psychically rebuke attackers with an image projected into their mind of their worst fears. When a creature within 30 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make an Intelligence saving throw. The creature takes 2d8 psychic damage on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Free Falling.

Starting at 2nd level, you can use your Channel Divinity to inflict a waking nightmare upon your enemies.

As an action, you present your holy symbol and invoke the name of your deity. Each creature that you can see within 10 feet of you watches the terrain under them fall away into a perilous drop and experiences the sensation of falling 30 feet to the ground. The creature is knocked prone for one round and takes 3d6 psychic damage on a failed saving throw, and half as much damage on a successful one.

Channel Divinity: Loathsome

Knell. At 6th level, when you deal psychic damage, you can also project a phantasmal bell into the target's mind and ring it, inflicting *short term madness* lasting 1d10 minutes (see *Madness* rules in DM rulebook).

Divine Strike. At 8th level, you gain the ability to infuse your weapon strikes with psychic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

The Mind of Madness. At 17th level, Loathsome Knell instead inflicts long-term madness lasting 1d10x10 hours and an indefinite madness flaw (see *Madness* rules in DM rulebook). This flaw can only be removed by Greater Restoration or 30 days of rest.

SPELLS

SONG OF STEEL (2ND)

2nd-level conjuration

Class(es): Bard, Cleric, Paladin

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a manufactured non-magical metal object, such as a metal weapon or suit of heavy or medium armour, that you can see within range. You cause an ethereal burning blacksmith hammer to appear and strike the metal object repeatedly. The rhythm and song of the strikes tells you the innate weaknesses in the forged metal.

On your next successful attack with bludgeoning damage, you strike the object with enough resonant force to break it, rendering it useless until repaired.

TEMPER WEAPON (2ND)

2nd-level transmutation

Class(es): Cleric, Paladin

Casting Time: 1 action

Range: Touch

Components: V, S, M (ash from a forge and iron filings)

Duration: Concentration, up to 1 minute

You cause any metal weapon you touch to glow red-hot. Successful attacks made with this weapon will do an extra 2d8 fire damage. Until the spell ends, the wielder of the weapon also has resistance to fire damage.

When the spell ends, the weapon becomes ice cold for 1 minute and deals an extra 1d8 cold damage.

APPENDIX VII: PRONUNCIATION

Athenaeum [Ah-the-nee-yum]

Besek [Beh-sek]

Boha [Bo-ha]

Boroz [Bo-rozz]

Cythurr [Sigh-thurr]

C'Tegra [Kuh-teh-gra]

Dattlr [Dat-lurr]

Dromph [Duh-romf]

Egil [Ay-yul]

Jazyk [Jah-zik]

Krasnaloz [Kraz-na-lozz]

Leikalf [Lie-kalf]

Miral [Mih-ral]

Niserie [Nih-zer-ee]

Novrybi [No-vree-bee]

Nula [New-la]

Nurru [Nuh-rut]

Penglog [Peng-log]

Roywyn [Roy-win]

Vlasta [Vuh-las-ta]

Volundr [Vo-lun-dur]

Yluufa [Ee-loo-fa]

Ysgora's Keep [Is-go-ra]

Zelezo [Zuh-leh-zo]

Zitar [Zih-tar]

Zlavoi [Zuh-lah-voy]

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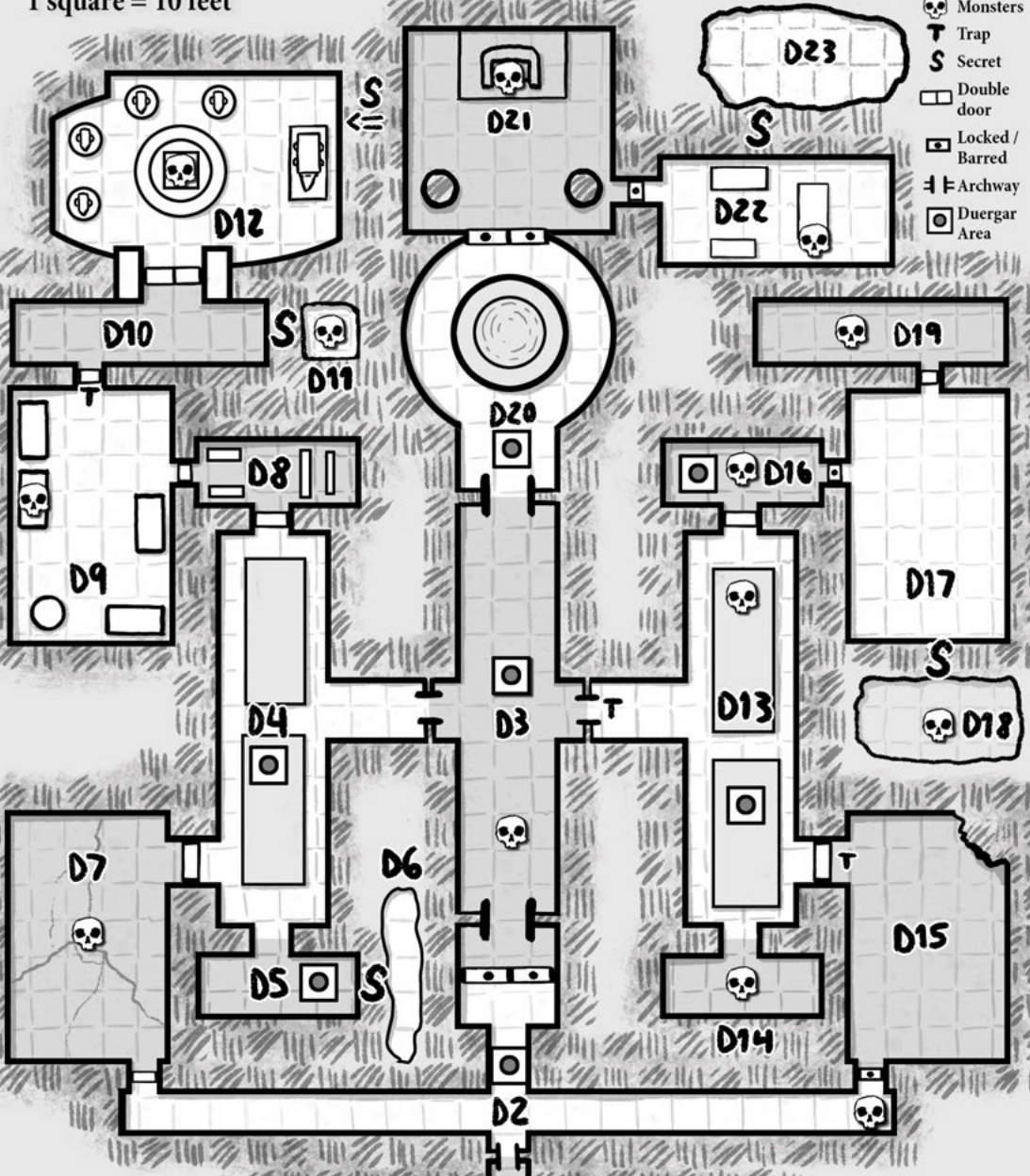
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1 square = 10 feet

- ☠ Monsters
- T Trap
- S Secret
- ◻ Double door
- ◻ Locked / Barred
- ⊥ Archway
- ◻ Duergar Area



- D1. The Grand Approach
- D2. Webbed Corridor
- D3. Halls of the Fathers
- D4. Hall of Echoes
- D5. Ransacked kitchen
- D6. Lost Cellar (S)
- D7. Broken Stone Quarters
- D8. Athenaeum

- D9. The Cunning Workshop
- D10. Arcanum
- D11. The Stone Cradle (S)
- D12. The Forge of Volundr

- D13. Hall of Iron
- D14. Butcher's kitchen
- D15. Spartan Quarters
- D16. The Rotted Kennel

- D17. Hall of Breaking
- D18. Steel Gauntlet (S)
- D19. Collapsed Armoury
- D20. Fountain of Fate
- D21. The High Throne
- D22. Ysgora's Tomb
- D23. Earthen Vault (S)

A LOST VALLEY WARDED BY POWERFUL MAGIC. AN ANCIENT DEFENDER AWOKEN AND TURNED DESTROYER.



The mountain turns, sending moss-covered boulders tumbling. The Colossus begins to walk.

The last bastion of light and hope in a mist-covered accursed land, the Occluded Valley is threatened by an ancient colossus.

Can a stalwart group of adventurers traverse the divided valley and scale the Colossus before it leaves annihilation in its wake?

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