

CITADEL OF THE RAVEN



A 5E SOLO GAMEBOOK
BY PAUL BIMLER



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A SOLO GAMEBOOK ADVENTURE FOR DUNGEONS & DRAGONS (FIFTH EDITION)

BY PAUL BIMLER

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CITADEL OF THE RAVEN: THE EPIC JOURNEY CONTINUES!



INTRODUCTION

Welcome to the third in our series of solo adventures, *Citadel of the Raven*, the sequel to the adventure begun in *Tyrant of Zhentil Keep*. This is a Dungeons & Dragons Fifth Edition adventure designed for one level 3 player, without a DM. It can also be played by two players without a DM, as a DM+1 adventure or even as a full DM-led campaign with multiple players, but it is primarily designed for a solo player. The narrative entries in this book serve in place of the dungeon master and guide you through the adventure.

Like the first two gamebooks, this adventure is set in the Forgotten Realms. *Citadel of the Raven* sees your PC embarking on a mission they received in *Tyrant of Zhentil Keep* from a secret society of warriors known as the

Knights of Myth Drannor. That will all become clear once you start playing the adventure.

What you can expect is a mixture of combat and opportunities for roleplay. Roleplay in the solo PC format means considering each option carefully. It can also mean playing your PC true to form, thinking through the implications of each potential choice and then trying to make the wisest decision possible, based on the information your PC has gathered.

It might be a good idea to go and play through *Tyrant of Zhentil Keep* before you embark on this quest. *Citadel of the Raven* is playable as a standalone, but there are many clues and items gained in *Tyrant of Zhentil Keep* that may – or may not! – prove useful in this quest.

These books are written for players who can't find a group, DMs who seem to have had that role thrust on them for all eternity, and anyone who's curious to find out how a solo adventure works.

MAPS

Important note: Don't look at the maps until you are specifically directed to! You will only be spoiling the surprise and gameplay for yourself.

This adventure is played using this book, and the maps that came with it. If you have access to a printer, you could print the maps as you encounter them, for a physical tabletop experience. Or, if you want to pursue the quest from your laptop or tablet, you can load the appropriate .jpg file into a VTT (virtual tabletop) like Fantasy Grounds or Roll20, and place and move your tokens using your device.

The PDF contains active links that you click on to move you between entries. Sometimes the maps will display numbers on little pieces of parchment. These represent numbered entries and you can turn to those entries in the .pdf to explore those locations.

GRID

With maps featuring a square grid, each square measures 5 ft. unless otherwise stated.

PROGRESS POINTS

Now and then you will be asked to keep track of a stat named *Progress Points*. This score measures time, and time is of the essence in this adventure. Your progress through this adventure is measured using progress points, and you only have a limited amount to spend during the completion of the adventure. If you reach 20 progress points and still haven't completed the adventure, you have,



unfortunately, failed! The heat is on! This also necessarily implies that you can't explore everything, which leads to replayability. For now, create a box on your character sheet marked *Progress Points* and leave it empty.

If at any time you reach 20 progress points, go immediately to entry 356.

COMBAT SHEETS

All encounters in this adventure are managed via the use of custom combat sheets, which are found at the back of the Adventure Booklet (but don't look now!) They detail the monster tactics and circumstances that make up each combat encounter.

You will need to roll dice, saving throws and all other appropriate rolls for yourself AND any enemies. Some encounters will be easy, some hard. And, of course, as there's no death saves in this adventure (more on that below), every decision you make is crucial to your character's survival.

FLANKING

Unless otherwise stated, flanking rules are used in every combat encounter. See the *Dungeon Master's Guide*, p251, for rules on flanking.

FEATS

Every class has its special feats; a fighter's action surge, a bard's cutting words, a barbarian's rage, a rogue's cunning action, a cleric's turn undead, a paladin's divine sense... the list is long and varied. Where possible, I have tried to work these into the story, and you should feel free to bring these into combat and other situations when called for. There may also be opportunities where you think that a particular feat is well suited to a situation but the option is not given in the text. If you think there is a way that this can be resolved within the context of this quest while still keeping the adventure fair,

honest and balanced, then – loosely speaking - you should roleplay that as you see fit and resolve any encounters accordingly. The last thing I want this adventure to be is too prescriptive.

HOUSE RULES

No Death Saves!

There are no death saves in this adventure, unless there are two or more PCs (see below). A death save implies that there is someone there to revive you, at least that's how I've always understood the rule. And so it stands to reason that a solo character wouldn't have death saves. If you die, you will simply have to roll up another PC and try again!

Max HP:

To balance out the above rule of no death saves, and to account for the fact that there is only one of you, we've added the additional rule that when you level up, you take max HP instead of rolling. It keeps the combat a bit more interesting and means you're not so squishy! So, take max HP for every level of your PC (and your con mod too).

MULTIPLAYER AND DM VERSIONS OF THE QUEST

If you are playing with a friend as a two-player party, **death saves are allowed**. To make the game more balanced, you should also double monster numbers, unless fighting a significant villain NPC or final boss. In that case, you should increase the villain's / Boss's AC by 2, and its HP by half as much again. Also, ignore the max HP rule for your multiple PCs, unless you want a really easy adventure.

When the narrative text calls for skill checks, both PCs will get to try, but the DC is raised by 2.

Also, keep tabs on *who* is interacting with whatever is going on in terms of what's happening in the story - it could be both of you, or, if appropriate, it could be just one of you while the other stands a little way off observing.

You can also run this adventure as a DM+1 campaign. The DM keeps the text to themselves, runs the combat, and both DM and player have the maps visible. The DM reads the entries to the player and obviously

can improvise and inject their own flavour into things.

You could also combine both the above methods to run this as a DM'd adventure with two players. Beyond that, I'll leave the maths up to you!

DM IDEAS: DMs, if you are running this adventure for any number of players then obviously you have free license to read whatever entries you want and

examine the elements of the

book in depth. Whole encounters of your own could easily be inserted into the adventure. The way to do it would be to find those passages that serve as travel description, and then take note of that and use that as a launching off / returning point for your encounter or sidequest. You could add additional map destinations or replace existing encounters with ones of your own.

SPELLCASTING

I have given options throughout the adventure for casting spells (eg: "*Do you know the spell **Detect Magic**? You could use this to see whether this weapon is enchanted or not.*"). So if you're playing a



mage, think about what spells could be useful in a solo adventure. (Hint: combat spells is what you should probably focus on, although you will get occasional opportunities to use other spells as well). When in combat, you do not need to be prompted by the text entry to cast spells.

Feel free to cast spells even if the text does not call for it. Use common sense. For example, if you're trying to succeed on a deception check and you think that you could use Charm Person to increase your chances, go ahead and cast it, taking advantage / automatic success on the target's failed wisdom save vs Charm Person.

If you want to cast *Feather Fall* to prevent fall damage, but the option is not given, still go ahead and cast it, avoiding the damage.

Even if the options are not given, if you think the spell is appropriate for the situation and all the conditions are met, then go with it. Ask the question "What would a DM do?"

RESTING AND HEALING

Opportunities will be given to rest at certain points. Follow normal rules for resting and recovering hp.

If you have healing abilities (Lay On Hands, Second Wind, Goodberry, Cure wounds etc.), or healing potions, use those when you like and as appropriate, following normal 5e rules.

SKILLS

Skill checks will be asked for when appropriate.

NON-DARKVISION PCs

If you are playing a character *without* darkvision, then you will need a light source: a lantern, torches, magic etc. When you are in dark places without a light source or

darkvision, then any attack rolls or ability checks that rely on sight will be at disadvantage. If you are carrying a light source in one of your hands, you will not be able to wield a two-handed weapon or a shield and a weapon simultaneously, and you will not be able to use two-weapon fighting. Outside there will always be a small amount of light. So, when you are entering dark spaces, it is presumed you are always kindling a light source (otherwise entering such spaces and encountering scenarios is basically impossible).



ADVANTAGE

Be honest with yourself when awarding advantage to yourself or your opponents. Example: If you are a ranger with a favoured terrain of forest and you roll for stealth while in a forest, you can award yourself advantage. Or, if you are making an attack roll for an orc who has trapped you in a net, then roll for the orc with advantage.

Ask yourself, "What would a DM do?"

OTHER ISSUES

Any other issues where you are not sure of the judgement or how you should play it, just exercise common sense and ask yourself...

WHAT WOULD A DM DO?

This should be your guide when in doubt.

JOURNAL

A good idea is noting down clues and information that you think might come in handy later on. And they are there – clues and important bits of information are peppered throughout the adventure, so the

more you are paying attention, the higher the chance you will succeed in this mission!

GO WITH IT

Feel free to improvise. The last thing I want this adventure to be is too prescriptive. Even if there's no DM, you might decide that the monster you are fighting does something different, even if it's not so great for your PC. If it's in the spirit of the game, go with it.

REPLAYABILITY

The adventure has been written with replayability in mind. It is not expected that you will succeed the first time around. If you do, congratulations, but even then you may still want to journey through again to see what you have missed. It is impossible to experience every encounter and location with one playthrough of *Citadel of the Raven*. And even if you choose the same paths on subsequent playthroughs, there are still multiple courses of action you can take on those paths, rendering the number of possible routes through the quest practically endless. Even more so if you are playing as a different PC every time.

CHARACTER CREATION

If this is your first time playing one of our solo adventures, please create a level 3 character, equipping them with gear according to class. In addition to that, let's say they've already completed several quests and received d100 x 15 gp to spend on

whatever they want, which they did straight after that quest (consult Player's Handbook p.145-150, standard D&D armour, weapons and equipment lists). For ability scores, use point-buy.

If you played *The Death Knight's Squire* and *Tyrant of Zhentil Keep*, obviously use the character you adventured through those quests with (as long as they made it through in one piece!). They will have acquired information, artifacts and loot which could prove useful in this adventure.

Combat does not result in XP – the successful completion of this quest does. At the end of this adventure, expect to progress your PC to Level 4 in preparation for the next book! At present we have two Level 4 Solo Adventures planned: *Tables of Doom 2: Crypt of the Deceiver*, and another gamebook-style adventure, title yet to be decided. These will be released in the near future. The plan is to continue this series to level 20.

Please come up with a compelling personal backstory and background for your character as well, just because it's fun, and helps you to enjoy the adventure. Your backstory will give the events within your quest a unique flavour and context, so this is highly encouraged.

Create your character with any class and race you want, but keep in mind that the adventure is designed to be balanced for core classes and races.

With all that out of the way, let's get into the adventure!



THE ADVENTURE BEGINS...



1: Backstory

You awake at the foot of the Dragonspine Mountains.

You quickly break camp and stow your gear, your mind already on the quest before you. As you eat a breakfast of hard bread, cheese, and some nuts and berries you foraged the day before, you remember your adventures in Zhentil Keep, eventful as they were! Those adventures saw you encounter an elusive group of elder warriors named The Knights of Myth Drannor. From them, you received a quest.

You leave your campsite and walk out to the path you saw the night before, a twisting walkway which leads right into the heart of the Dragonspines. Foothills rise before you, and beyond that, mountains. Many, many miles worth of mountains. The largest of these peaks appear to be nearly sixty miles away, and from here you can see the sun hitting their tops, black shadows thrown

across huge valleys that sweep down from summits like long strokes of a potter's knife. Your mission is clear. You have been tasked with locating the entrance to secret tunnels used by the Zhentarim faction. You remember the words of Huon Falconhand, spoken to you the day before yesterday:

We need you to find the entrance to these tunnels, wherever they lie within the Dragonspines. We need you to follow these tunnels inside the Citadel, and once there, to kill the Zhentarim spies that have assassinated Galauntar Hawkhelm and infiltrated the Citadel. They may be holding the men there hostage... or they may be hiding in plain sight.

Yes, the tunnels, you think to yourself.... the Zhentarim are slippery customers, so no doubt the entrance to these tunnels is well-hidden. But then again, the Dragonspines are

a lonely country, with few settled folk inhabiting them... Perhaps the Zhentarim feel they can do whatever they want within these hills, and they won't be so well hidden. There could even be *more* than one entrance. Pondering these thoughts, you shoulder your pack and begin trodding the path that ascends into the brown, earthen foothills of the Dragonspine Mountain Range. The day is overcast but warm, and you are soon sweating as the path climbs steeply upward. Pine trees dot the hills here and there, and far ahead you see a small forest, which lays over the hills like a green blanket. By mid-morning you are in amongst the hills and vales of the Dragonspines, walking a path which follows the curve of the slopes. Dry brown hills give way to more mountainous country, covered with pine trees. At one point, you stop to take provisions at an area that has been cleared of foliage by a landslide. Munching slowly on your rations, you gaze down the length of a long gash in the mountainside, ripped clean of foliage by a battering ram of natural debris. Split trees show bright orange wounds, fresh, exposed timber, where their trunks have been mauled or completely shattered by rapidly tumbling boulders. At the bottom of this cleared section of forest, many hundreds of metres below, lies a mass of wreckage: stripped tree trunks, earth, rocks, all thrown together. You finish your lunch and continue onwards, upwards, further into the Dragonspines. Hours later, you are traversing a lonely stretch of wooded track when you hear the sound of horses hooves, and voices, coming from the track ahead, somewhere around the next corner! To stand and face the approaching horsemen, go to 572. To move off the track and hide, go to 166.

2

(Add 1 progress point)

The drow steps through the right-hand wall of the passage. You follow, moving through rock effortlessly and into a passage lit by a purple phosphorescence. You pass a corridor to the right, and continue east, walking quickly. Eventually, this rough-hewn passageway turns north. As you walk, the drow introduces himself as Urldyn Rilzyng, rogue assassin and member of a drow cult known as the Jaezred Chaulssin, dedicated to freeing drow from mindless slavery to the spider goddess Lolth. Exiles from drow society, the Jaezred Chaulssin work in the shadows. Their ranks are made up of drow descended from a shadow draconic bloodline, and they worship Vhaeraun as their deity rather than Lolth. You cover about a mile and a half before Urldyn turns suddenly west. This passage soon descends some stairs, then ends in a wooden door. Urldyn raps sharply on the door, seven times, then pauses a long time, and knocks again, thrice. The door is opened. A female drow stands on the other side, slender and clad in skin-tight black leather. She nods at Urldyn and then looks over his shoulder and regards you closely. Wordlessly, she stands aside, holding the door open. Urldyn enters and beckons for you to follow, which you do. This large room is lit by candles placed in alcoves all around the walls. A round table sits in the centre of the room, and in the corner is a small shrine containing an idol of a deity you have not seen before. Weapons adorn the walls, and several drow watch you as you enter, standing around the walls. And one human is present also - an older man, who has the look of a hardened veteran. The female drow comes forward and stands no more than a foot away from you. "Welcome, stranger," she says tersely, as if forcing the words out. You get the distinct impression that friendliness does not come

easily to her. "I am Merinyon Zauzet, and I lead this band of loyal Jaездred Chaulssin." She examines you closely, from head to toe, and you hold your anger in check - you are not accustomed to being inspected like some piece of meat. "Strange as it may seem, we have need of you. It seems our purposes are perhaps... aligned in some way." "Go on," you prompt her curtly.
Turn to 253

3

"I don't know how you know, old man... but you are right. I am on a mission from the Knights of Myth Drannor." The old man smiles oddly. As you watch, something strange begins to happen!
Go to 308.

4

You move through the door and find yourself in a small room, every surface coated in dust. Light seeps through holes in the stone wall where blocks have fallen away, and you can see out to the landscape. There is an open chest against the wall, a basic trunk made of leather and wood, and you move closer to inspect the contents. Inside lies a reliquary made of glass and metal, and coated in dust... it is sealed and contains holy symbols of Cyric and Bane. Buried right at the bottom of the chest are a few symbols of Torm. So, this was once a temple to Torm... what happened here? The place seems deserted. Did the monks simply abandon the temple? (You may take a Torm symbol if you wish. The reliquary is too large to fit in your backpack and you can't see it having any useful purpose). You inspect the rest of the room, and looking back towards the door you entered by, you see a corpse... well, more of a skeleton than a corpse, but it looks preserved, mummified. Evidently, the endless wind drafting through the room has dessicated this poor fellow, leaving him as a dried husk. Inspecting

closer, however, you see a mark in the paper-thin skin of his neck which looks like a stab wound.

You are just about to start searching the pockets of this hapless chap when you hear a loud, cracking sound from beyond the door! Quickly you stand, and just in time... a low groaning and muttering signals that you are not alone here! Beyond the door, you see a trio of hideous beings coming towards you ... they bear the visage of zombies, but are clad in what you recognize as the robes of Banite monks! Their eyes are wide with undead bloodlust, and they murmur a low, unintelligible chant as they lumber towards you, claws raised and teeth gnashing!
Go to Undead Banite Monk Combat Sheet.

5

Out of the corner of your eye, you see movement, and turn just in time to see an old crone throwing something at you! Make a dexterity save (DC 15) with advantage.
If successful, go to 488.
If unsuccessful, go to 35.

6

"All right Bert, you're good, in you go!" You feel the cart rattle back into motion and you glance out from your hiding place to see the huge battlements pass overhead as you move through the gate. Soon you hear the noise of a large number of people, and you feel Bert's hand on your shoulder. "Safe to come out now, young 'un." You emerge from amidst the sacks and look around. You are in the middle of a huge, bustling market, ringed with tents. Civilians and soldiers move about, inspecting the wares on display. Directly beyond the market, a huge stone keep sits, the banners of all the Moonsea cities flying over her battlements. To your northwest, past the market, a large temple is visible, and to the northeast is a

long building which looks like it could be a barracks.

You thank Bert for the ride and bid him farewell... he has vegetables to offload! Your thoughts turn to the man that Huon Falconhand told you to locate on reaching the Citadel.

Once you are inside, you must find a knight called Sir Steval Skurynd, a Purple Dragon Knight, and tell him exactly what we have told you.

Looking around, you wonder where the best place to find Sir Steval might be!
Go to 60.

7

You pass the night peacefully, sleeping deeply, and wake just as the first rays of morning are creeping into the sky.
Turn to 296.

8

You have located Sir Steval Skurynd, and he is on his own. If Brun is with you, he excuses himself.

"Who might you be?" Sir Steval asks you, giving you a quick look up and down.

By way of reply, you present the ring given you by Huon Falconhand, bearing the crest of the Knights of Myth Drannor. "I was sent by Huon Falconhand," you say. "He told me to find you, and to relate to you everything they told me."

You then begin to give Sir Steval the story as it was related to you by Falconhand; the ruse of the orc army crossing The Ride; the secret tunnels beneath the Dragonspines; the Zhentarim plan to gain control of the Citadel, and then the Moonsea.

Do you have the codeword *Jaezred*? If so, turn immediately to 586.

If not, continue reading below.

"Yes," Sir Steval says. "I've suspected all this for a long time. But to hear that Falconhand holds the same suspicions... it is good to hear that his instincts are the same."

"What to do now, then?" you ask. "Do you know who Hawkhelm's assassin might be?" "I have some ideas," Sir Steval says. "But first, we must get you out of sight. Come with me."

Sir Steval leads you through the corridors of the main keep, arriving eventually at a small door. He unlocks the door and leads you inside a small, sparsely furnished room. In here are a bed and a small table.

"Rest here," he says. "In the morning I will return, and we will come up with a plan."

You thank Sir Steval for his hospitality and settle down for the night. The day's travails have taken their toll on you, and you are soon fast asleep in the small, but comfortable bed.

Go to 550.

9

Make yet another attack on Shannah Nezraxxis, and one for Merinyon as well.

Continue this combat, controlling both your own PC, Merinyon, and Shannah.

From this point on, when it is time for her to attack, she will attack whoever is closest. If you are both equidistant, roll a d4 to determine her target. 1-2: you, 3-4:

Merinyon. If not in melee range, she will use one of the following attacks (roll d4): 1-2: Sacred Flame, 3-4: Eldritch Blast. If in melee range, she will use Inflict Wounds, unless she is out of spell slots, in which case she will use her longsword attack.

Continue until one of you is victorious.

If you defeat Shannah Nezraxxis, go to 427.

10

Moving cautiously closer to the large dog, you extend a hand, and communicate your non-hostility towards it.

It licks your hand and wags its tail, satisfied that you mean it no harm.

It appears the dead body, that of a Zhentilar soldier, was its former master. The mastiff moves aside and lets you examine the body.

You may take the soldier's livery if you wish, donning it as your own. This could prove valuable in gaining entry to the Citadel. The soldier also carries a rapier and 43 silver pieces. When you are done, you can move the body off the path and into the woods so it is not discovered.

Also, if you are a beastmaster ranger, you may take the mastiff as a beast companion (if you do not already have one). The Mastiff's stat block can be found on p.307 of the Player's Handbook. Give him a name and appearance if you wish, just to add a bit of character!

You are anxious to get going again – the day is wearing on!

Turn to entry 162.

11

You concentrate on the ring, and soon the little rat that lurks near to you starts to sound intelligible. You hear it muttering to itself, "Thought I saw a grub around here earlier *snuffle snuffle* gosh I'm hungry, wish this ugly creature would get out of the way so I can search for food properly *snuffle snuffle...*"

In the quietest whisper, you begin to talk to the rat. The interrogator is still talking, in love with the sound of his own voice it seems, and cannot hear you.

"If you eat through these ropes," you breathe to the little rat, "I'll be able to get out of the way... then you can find your grubs. I think there are dozens of them underneath me, to be honest!"

You roll over and face your interrogator so that the rat can get to work on your bonds. "How long are you going to keep me here for?" you demand of the man, a tall character in the black robes of a Banite priest.

He smiles. "As long as is necessary, my friend. As long as it takes for you to start providing answers, and if that means we have to—"

As he blathers on, you feel the bonds at your wrists come free, but you keep your hands behind your back as if they are still tied. Then you feel a tickling sensation at your ankles as your little friend starts gnawing away at the rope that binds your feet together.

"... idea what we are capable of. So, start providing answers now!"

You smile. "Names, that's what you want is it?"

"Yes! Who sent you on this ill-guided mission?!" the cleric demands, raising his voice. You can see he is getting quite angry now.

"Well," you reply calmly, "that would be my father, Pertious Powiliker."

"What? What are you talking about?"

"He sent me up here to look for herbs. He's a potion maker. Pertious the potion maker, you haven't heard of him?"

At that moment, you feel the bonds at your ankles release. Quickly you jump to your feet and sprint for the cave entrance, catching the cleric and the bald humanoid completely by surprise.

"Stop!" the cleric yells, and you hear some sort of magical attack being kindled behind you!

Make a dexterity save, DC 14.

If you are successful, go to 178.

If unsuccessful, go to 26.

12

As you run through the fields towards cover at the end of the valley, you find the ground is uneven and you trip several times. You will yourself to run faster, but your legs aren't obeying and it seems to be taking an eternity to reach the end of the valley.

Roll a d20+3 at disadvantage.

If the result is equal to or higher than your AC, an arrow hits you! Take 1d6+1 piercing damage.

If lower, you make it to cover safely.

Either way, proceed to 271.

13

You search thoroughly around the door but see no indication that any traps are here. To open the door, go to 352. To leave this area, return to 108 and choose another option.

14

"I'm afraid I can't wait that long," you say. "I have important business." The woman looks downcast for a moment. "Wait," she says, getting up. "I have a gift for you." She disappears into a room adjoining the main area of the cabin, and you can hear her rummaging around. A moment later, the woman reappears at the door, but not the same woman who went in! The young redhead is now transformed into a wizened old hag, and something is flying towards you... what looks like a length of rope! Make a dexterity save, DC 15. If successful, go to 488. If unsuccessful, go to 35.

15

"All right then, in you go," the soldier says, waving you through. "Thank 'ee, your worship!" you say gratefully, keeping your rural accent firmly in place. Once inside, and out of sight of the guards, you straighten up your stance and survey your surroundings. You stand in the middle of a bustling market, ringed with tents. Civilians and soldiers move here and there, inspecting the wares on display. Directly beyond the market, a hulking stone keep sits, the banners of all the Moonsea cities flying over her battlements. To your northwest, past the market, a large temple is visible, and to the northeast is a long building which looks like it could be a barracks. Turn to 60.

16

Carefully emerging from your cover, you begin creeping up towards the chomping noise, attack at the ready. Then you see it. Positioned by a dead body is a hideous creature, a blob with legs, covered with gore. It appears to be busy feeding and has not noticed your approach. Make a stealth check with advantage, DC 12. If successful, go to 282. If unsuccessful go to 339.

17

(Add 1 progress point)

It is early evening when you finally leave your hiding place and head southeast, in more or less the opposite direction to the Citadel, following a track made by the endless procession of carts and soldiers that have been travelling this way all day. You freeze when you hear voices coming from ahead, and climb up a short rise to a rocky outcrop that looks out over a flat area. Peering over the outcrop, you see is a cave entrance in the shape of a skull's mouth. If this really is the entrance to the secret tunnel of the Zhentarim, they could have chosen something a bit less demonstrative. But the area it is in is secluded, however, very much off the beaten track. If you hadn't seen the escorted carts making their way here, there's no way you would have found it. Soldiers continue to ferry supplies from carts



into the cave mouth. It is dark by the time they return to their carts and continue south, leaving you alone.
Turn to 452.

18

You pass the night in a deep uninterrupted slumber.

The next morning you awake on the mountainside, a little cold but still well rested.

There is a smudge of light on the horizon far to the east. You break camp, eat a quick breakfast and then get on your way, descending to the forest below.
Turn to 136.

19

Make attacks for yourself and your allies who are still alive, against Rassendyl's AC 16.

If Rassendyl is still alive, go to 110.

If he is dead, go to 589.

20

As quickly as possible, you make your attack, but the drow dodges it expertly. Now you can see him: standing a little way off, he is a tall, slender warrior with shoulder-length white hair and the faintest trace of a smile. And he seems not in the least perturbed by your attack.

"Excellent," he says. "Such readiness will be needed in your quest. All that is lacking is speed."

Incensed at these insulting words, you demand the drow reveal his name and explain his presence!
Go to 187.



21

The hook bounces off the bars with a loud clang! Suddenly, on the battlements above, a face appears.

"HEY!" a guard shouts. "What are you up to down there?!"

The guards are soon upon you, and you are imprisoned in the Citadel jail, awaiting trial. It is weeks before you are due to be heard, and as you languish in your cell, you realize that you have failed in the quest given to you by Huon Falconhand.

Your quest ends here. But this is not the end! Roll up another PC and try this quest again. You must save the Moonsea from the fate that awaits should the Zhentarim gain control of the Citadel!

22

You decide that the 'Spinners are best left to their own affairs, and cut a track east, giving those smoke signals a wide berth. The poor farmers will have to make do - your meddling will only draw attention to yourself: you have bigger fish to fry, as they say: thwarting the plans of the Black Network, to be precise! Going around this vale will lengthen your journey somewhat, but who knows that obstacles could have hampered your progress should you have chosen the direct route through... something about that valley just didn't feel right.

You make your way east for a while, and

then gradually turn yourself north, working your way through swathes of long grass.

It starts to grow dark as you walk, and the moon comes out. To

the north and west is the black shape of a tower, illuminated in the pearly moonlight. What lies there, you wonder? It has been a long day, and many hours since you embarked on your first day of travel into the Dragonspines. The weariness which has been creeping into your bones the last few hours can no longer be ignored, and you decide you must lie down to sleep. Choosing a nice flat area, you bed down on the grass - which is surprisingly comfortable - and prepare for a night's rest. Roll a d100. If you score 1-29, go to 44. If you score 30 or above, go to 7.

23

As soon as you hear that mechanism trigger, you move quickly out of the way, narrowly avoiding a barrage of needle-like missiles that shoot out from the area around the doorknob. Standing, you gingerly test the door once more, but the trap has been triggered. You ease the door open and look inside... Go to 218.

24

Moving to the wall the glyph is on, you crouch low and make your way past, holding your breath in anticipation as you do so. But nothing happens. You pass the glyph without incident, at least not that you can see. Cautiously, you enter the tunnel. Turn to 529.

25

You awake covered in red sores, having provided a tasty meal to the fire ants who feasted on you throughout the night. If you lost hp the day before, you may recover half that hp from your disturbed rest. Recover your spell slots and feats as normal. Despite the terrible nights' sleep, you are eager to get moving, and back on to the task of finding the entrance to the Zhentarim tunnels, if at all possible. After taking a

quick breakfast which lifts your spirits considerably, you return to the northern path and set out at a brisk pace, eager to cover as many miles as you can today. Go to 295

26

You try to move out of the way of where you think the cleric's attack will land, but it hits you squarely on the back! Take 2d8 radiant damage. If you are still alive, continue reading below. Despite the attack, you keep running, knowing that if you don't it will probably mean your death. Head down, you exit the cave mouth and enter a maze of rock formations - standing pillars of stone. You keep running, chest heaving hard, not looking back, gradually hearing the cleric's shouts fade behind you. Still, you keep running, and it is only about an hour later that you stop and look back. You see no trace of your pursuers. Still, that humanoid, whatever it was... it will be hard to sleep easy now. Looking ahead, you see you are at the edge of an expansive grassland. Go to 315.

27

You leave the Zhentarim tunnels, resolving to stay within the Jaezred Chaulssin's network of tunnels, at least for now. That way you shouldn't run into any Zhentilar - or Zhentarim, for that matter. Eventually, you reach the main north-heading passage once more. You forge north. Turn to 244.

28

(If Rassendyl ever drops to 15 hp or below, he will use Second Wind to regain 1d10+5 hitpoints).

Rassendyl grows angry now, frustrated that you still face him and have not fallen yet! Evidently, he is not accustomed to losing.

"You miscreants will rue the day you drew your weapons against me! I offer your lives as a sacrifice to my Dark Lord Banell!"

(The following is against whoever dealt him the most damage on their last attack. Deduct one of Rassendyl's spell slots).

The crazed knight, thrusting both hands out forcefully, hits you with a devastating wave of thunderous energy, attempting to knock you backwards.

You and your living allies must now make a DC 13 constitution save, each taking 2d8 thunder damage on a failed save or half as much on a successful one. On a failed save, you are also pushed 10 ft. away from Rassendyl.

Turn to 581.

29

You try to explain to the guards that you merely wandered in here and have lost your way.

"Why were you loitering around this door, then?" one of them demands angrily. "Trying to break in, eh?" He leans close and you smell his breath, which reeks of fish and cheap mead. The other one draws his sword.

"Regardless," the foul-breathed one says, an evil smile spreading across his face. "You won't be missed." He too draws his sword and advances on you.

Calmly, you prepare your attack, telling the guard, "Foolish to draw your sword on one such as me, Zhent. You should have let me go."

Go to Zhentilar Guard Combat Sheet and deal with these two!

If you are victorious turn to 189.

30

Your run up is terrible and your launch poor, and you land short of the desired point! To your horror, you feel the ground open up beneath you. Two huge metal doors fold inwards and you are deposited with a thud at the bottom of a dirt pit, about 12 feet deep. (Take 1d6 fall [bludgeoning] damage).

You regain your composure quickly and stand, eager to escape this pit as quickly as possible.

Turn to 532.

31

You draw your sword and attack the large dog.

Go to Mastiff Combat Sheet.

32

You calmly prepare an attack, assuming a battle stance.

The Zhentilar laughs mockingly. "Let's see what courage this 'farmer's cousin' has, if any!" His two companions laugh and brandish their own swords, advancing on you.

Go to Zhentilar Guards Combat Sheet 2.

33

You may take the opportunity to find a beast companion in these woods if you wish. It looks like an ideal place.

If you choose to do so, add 2 progress points. Finding and befriending the beast will take a little time.

Roll a d4 to learn what animal you befriend from the list below. The list isn't huge, but this small wood does not contain every species of animal in Faerun!



d4	BEAST	AC	HP	BENEFITS
1	Boar	11	11	Great battle companion + relentless feat.
2	Hawk	13	1	When asked to add a progress point in a wilderness setting, you may send your hawk up to scout the landscape. Roll a d20. On a 15 or above, your hawk leads you on the quickest route through the landscape. You may avoid taking the progress point (but not the 2 given here to find the hawk!)
3	Wolf	13	11	Great battle companion + advantage on perception checks in the wilderness.
4	Giant Wolf Spider	13	11	Battle companion. Advantage for your PC on attack rolls vs spiders & ettercaps, advantage on checks to get free of any webs.

See Appendix D of the Players Handbook for full stats on these creatures.

Alternatively, you can wait until another beast is encountered and attempt to make that your companion. The beast must be $\frac{1}{4}$ CR or below, and not larger than medium. You will be asked to make a Charisma check at the time. The DC will be the beast's wisdom score. If successful, you may take that beast as your companion instead. See Players Handbook page 93 for in-depth details on the Ranger's Companion feat. Once you have made your decision and gotten your companion set up, stats recorded etc, (or not) you may return to entry 225.

34

The voice from the sending stone resounds in your head once more.

"It is Rassendyl Oumldolfin!" the voice tells you, and there is a note of urgency in the tone. "You must go beneath the Citadel now! He is imbuing himself with potency from the Mythal Font! If he succeeds, he will be near impossible to defeat. And he has help too... a Zhentarim mage. Hurry!"

The thought occurs to you that the words from this stone could be leading you into a trap, but it is too late to weigh the odds of this. You have no choice but to trust it. Masonry falls from the arches and pillars around you as you descend the stairs of the main keep towards the levels beneath the Citadel, hot on the heels of Sir Steval.

"The Citadel is falling!" you hear someone shout, but pay no attention as you fly downwards, taking the stairs three at a time. Another shock jolts the ground and ahead, you see Sir Steval lose his balance and fall forward down the stairs. He quickly picks himself back up and keeps running, his face set in grim determination.

Soon you are within tunnels hewn from the rock on which the Citadel rests, and the shaking seems to subside. Sir Steval puts a hand up. "Slower now," he says.

Ahead, you see a chamber.. a strange light emanates from inside, alternating between green and purple... Cautiously, you approach.

Go to 390.

35

You try your best to escape it, but the rope, which is obviously magical, wraps you in tight coils.

"Excellent," the old hag says, smiling at you.

"From the moment I saw you, I knew you were the perfect one to help me complete my experiment!"

"What experiment?" you say, your panic rising.

"My golem!" she exclaims, waving a hand in the direction of the back room. "He's almost complete. All I need is eyes, kidneys, and lungs. Oh, and a heart. I'm an alchemist," she tells you casually. "School of Rejuvenation! With my golem at my side, I will rule this forest!"

This old crone is quite plainly mad, but that is not your main concern right now. Rather, what is concerning is the fact that she is now over at her shelves and is being passed various items by a small army of strange little beings. They look like little mechanical men, and they come to life and hand her



various items from the shelves. "Hmm, yes, herbs to dull your senses... jars to preserve your organs... and yes, a fine surgical blade." The old lady is humming away happily to herself as she prepares everything necessary to start slicing you up!

You make another attempt to get free of the magical rope. Make a str or dex save, DC 15, once more.

If successful, go to 140.

If unsuccessful, go to 283.

36

Moving quickly you drop out of the way of the blades and roll forward, out of harm's way. Your heart pounding, you check to make sure you have not been wounded, and

once you have regained your senses, you begin exploring the room.

Go to entry 128.

37

A terrible, shocking energy jolts you from sleep. You wake up to see a strange little lizard nibbling at your leg, and you try to shoo it away... but it looks hungry! Hungry enough to take on something much bigger than itself, anyway!

Go to Shocker Lizard Combat Sheet.

38

After working at the lock for quite a while, you finally feel the tumblers click and the lid release.

(Are you using Mage Hand to open the lid? Take note of this if so, and also your position relative to the chest).

To open the lid, go to 261.

Or, you may leave the room. Turn to 108 and choose a new option.

39

(Add 1 progress point)

You come to consciousness slowly, your eyes bleary and difficult to open, as if your eyelids have weights placed upon them. Instantly you know that you must have been drugged, but your thoughts are clear, despite your pounding headache.

You lie prone on the floor of a cavern of some sort, hands and ankles bound tightly behind you. A rat edges close to your face and gives you a sniff.

All your belongings are gone, to where you do not know. If you have armour, you are still wearing that (although if you had a shield, that's gone). Your weapons are gone also.

"Ah, you're coming to," says a voice from behind you. "Good, excellent. There is much to do. I have so many questions for you, my friend."

The voice is authoritative, and its tone friendly, at least on the surface. But why are you bound? You cannot see who is speaking.

It is a man, an older man by the sounds of things.

"Hmm, yes... you're obviously wondering what you are doing here, and who I am. Well... you may think of me as a... concerned party. Let's leave it at that, shall we? Now, to business."

On your neck, you feel something cold, something steel, press against your skin, and your blood turns to ice.

"I will ask questions, and you will provide me with truthful answers. Quite simple." He pauses. "You really were foolish to think that your progress through these mountains was unwatched. We have eyes everywhere. *Ever-y-where*," he repeats, lengthening the word emphatically. "You look to help those in the Citadel, but you have no idea of the true state of affairs. How threatened the Moonsea region is, how those fools in the Citadel are doing more harm than good."

Your heart is sinking at hearing these words. Your quest has been discovered. But you begin to formulate a plan, or at least the germ of one. You still haven't said anything. For all he knows, you're just a random adventurer travelling through these mountains.

"And so," the voice continues, "you have a rare opportunity now. You can provide me with the names and locations of those who sent you on this misguided quest. You'll be doing yourself, and all of Moonsea a great service by giving me this information, and you will, quite simply, be free to go."

This last sentence strikes you as being improbable. Why would this Zhentarim risk releasing you when you could obviously go to Huon Falconhand and warn him of the impending danger. But then... you probably wouldn't be able to get there quickly enough anyway...

You hear the sound of someone behind you shifting in a chair, clearing their throat. It seems likely there are two of them back there. The one who hit you with the dart

earlier, who does not speak, and the one asking the questions.

"And so, my friend... the names, please."

You rack your brain trying to come up with some way out of this impossible situation.

Spellcasting is next to impossible as you are tightly bound. And presumably, you are being watched closely, so trying to get free of your bonds will be similarly impossible.

Do you possess the codeword Moonsong? If so, go to 304.

Are you a druid, if so, you could wild shape into a rat and scurry away! Turn to 562.

Are you wearing a ring of animal friendship? If so, go to 11.

If you know the spell Cause Fear, you could cast it on your captors to give you a chance to get free of the ropes. Go to 288.

Otherwise, you will just have to attempt to lie your way out of this! Go to 262.

40

You walk for a little while and then, to your surprise, see a path branching off from the one you are on. It appears to be heading northeast.

To take this northeast path, go to 67.

To stick with the path you are on, go to 504.

41

You try and get out of the way as quickly as you can, but the boulder hits you square in the chest, knocking you backwards and winding you!

It takes some time for you to get your breath back, and even longer to get back to sleep.

The pain in your chest stops you from having a full rest. Roll a d4, take this as bludgeoning damage. When you awake tomorrow, you will be restored to full hp minus this amount.

Turn to 18.

42

Gritting your teeth, you lay into the sturdy wooden door with everything you've got. Despite it being a stationary target, it is still solid and will take some effort to bash in. Make an athletics check, DC 16.
If you are successful, turn to 96.
If you cannot get it done, turn to 554.

43

Try as you might, you cannot get the door open using your thieves' tools.
To try brute force on the door, go to 42.
To give up and explore another location, go to 318.
To leave the barracks area, go to 254.

44

You drift off into a deep sleep, the silence broken only by crickets and the occasional rustle of wind through the grass.
But later, suddenly, you are rudely awoken by a sharp pain in your leg! You sit bolt upright to discover a snake latched onto your ankle. You kick it off quickly before it can inflict any real damage, but you must do away with this beast if you are to get a good night's rest!
Go to Poisonous Snake Combat Sheet.

45

As you descend the steep mountainside towards the forest, a chill wind whips up, cutting you to the bone. The forest beckons with its thick ranks of sheltering trees. It takes you a couple of hours to reach the woods, and when you enter the green depths, the wind immediately drops, sheltering you from the cold.
You soon find a nice flat area under the boughs of a thick fir tree, and you set up camp, breaking out some rations for an evening meal.
Darkness descends, and the wood goes all but silent; only the sound of wind rushing through the canopy overhead disturbs the utter peace within the forest.

You drift off to sleep, and your slumber is filled with restless, haunting visions. A great army, marching through this forest; an army of orcs and feral men, ogres and other creatures you cannot name, trudging, destroying the earth, their minds bent on destruction and murder. A fell general leads them, a man, human, whose eyes are possessed, maddened. He has become something... other. Not human. Not even living. You sense they are bound south, their minds bent on pillaging, razing whatever civilization they find.

Then your mind travels beyond the forest and into The Ride beyond, that empty expanse. Except that it is not empty. Roaming around this vast space, you find a village, emptied of inhabitants, and filled with an impenetrable gloom. You enter an old stone building, a tomb, and before you stands a figure in a robe, with its back to you. Cautiously you approach, and against all reason, reach a hand up to touch the figure's shoulder. The figure begins to turn...
Turn to 65.

46

Making your way down a mountainside covered with loose stone, you look out towards the Citadel every now and then, and you realize you have failed to find the entrance to the Zhentarim tunnels and will have to try and enter via the front gate. You're not sure of your chances. The front gates are bound to be manned by Zhentilar, and you look about as far from Zhentilar as it is possible to be.
You reach the treeline and enter a dark, mossy wood, serene with the sound of evening birdsong. Finding a flat area cushioned with pine needles, you eat some rations, settle down and are soon fast asleep. (*Restore all hp, spell slots and feats from this long rest*).
Roll a d20. If you score 1-15, go to 363.
If you score 16 or above, go to 133.

47

"Oh my!" the old coot exclaims. "Sweets from Zhentil Keep! You shouldn't have!" You are about to inform him that you didn't really have him in mind when you bought the sweets, but you don't get a chance. The old crone snatches them off you and begins greedily stuffing his face with the expensive sweets. It barely takes a few moments for him to devour the lot! You are just about to chide the old hobo for his terrible manners when something strange starts to happen! (Remove the sweets from your inventory). Go to 308.

48

Plebs seems extremely upset at your decision. He gathers up his pack, muttering something about "the Black Hand" under his breath, but before you can ask him what he means, he is gone, disappeared out the cave door. You exit the cave, searching for him, but he is gone. What to do now? You could go back into the cave and inspect the smaller chest. Go to 457. You could investigate the wyrmling carcass. Go to 566. Or, if you would rather leave, go to 212.

49

You wipe a foul yellow slime from your blade and start back down the northern path. A quarter of a mile further down the track you emerge from the forest onto a plateau surrounded by low hills. (*Add 1 progress point*). You walk for several hours and cover a good amount of miles, but you cannot shake the feeling that your progress through these hills is being watched. Eventually, you reach another small patch of forest. This area of woods appears ancient: thick, gnarled trees loom over the darkened path like gloomy sentinels. Journeying through this wood for about an hour, you suddenly come across a well-made log cabin, perched up in the branches of a

tree. A wooden ladder extends down to the forest floor.

To climb the ladder, go to 127.

To ignore this tree cabin and continue north, go to 349.

50

You sweep up the 80 gp pot, suppressing a grin which threatens to break out on your face. (Add 80gp to your inventory)

"Well done," one of the players says, a weathered older man with a long goatee.

"You seem pretty skilled at this sort of thing, eh? What's your story, stranger?"

You scan the man's body language, noting his tone of voice also, trying to get some indication of what would motivate him to ask such a question. Is he Zhentarim?

If you wish to tell this man something of yourself (but obviously not your mission) then proceed to 466.

If you would rather make up some story, then go to 279.

If you would like to make an insight check on him, then make an insight check, DC 13.

If successful, go to 181.

If unsuccessful, go to 437.

51

You advance up the chasm, marvelling at its size. The story of Torog and his destructive journey through the Underdark comes to mind. Is it possible that the King Who Crawls smashed his way through this chasm in some distant past, many millennia ago? Your reverie is interrupted by a loud sound to your right.

"Sssshhhhh!!!!" someone whispers angrily. "I could hear you coming a mile off! Keep quiet!"

Looking to the south wall of the chasm, you see nothing but a stack of boulders.

To move over and investigate, go to 126.

To draw your weapon and demand the speaker show themselves, go to 443.

52: Market

(Add 1 progress point)

You are standing within the market area, inside the south compound of the Citadel of the Raven. Being a small city, there are civilians living here as well as soldiers, and many stalls have wares on display for purchase. You may browse the stalls at your leisure, making purchases if you wish.

There is not much on display that catches your interest, but Potions of Healing are always useful, and those are selling for 75 gp each. You can buy a maximum of two of these.

Another tent sells "furs for northern travel," which could be useful. North of the Citadel is The Ride, and north of that is The Tortured Lands, then it gives way to icy wastes. The further north you go, the colder it gets, and you can see furs being very useful. A full set of furs costs 80 gp. Similarly, 'Firebelly Tonic' promises to warm up those who are near death from cold exposure. This is being sold for 40 gp a bottle.

There are also weapons from the smithy available for sale. Longswords are being sold at 25 gp each, shortswords at 15 gp each, and you can get yourself a shortbow for 10 gp. That, unfortunately, is the extent of the selection.

Make a d100 roll. If it is 80 or above, you find Sir Stevall! Turn immediately to entry 8. Otherwise, continue reading.

Roll a d100, adding 20 points if you are wearing the livery of a Zhentilar soldier. Add another 10 points if Brun is with you.

If your roll is 30 or below, you have attracted some unwanted attention from a Zhentilar patrol and must somehow throw off any suspicion they may have at your presence. Choose from a deception, persuasion or stealth check, DC 14.

If successful, you are left alone; you may move to another location.

If unsuccessful, your snooping about has landed you in the Citadel's jail! Go to 223.

53

You check all around the doorway for traps. Seeing as how this was so securely locked, it would make sense that it was booby-trapped as well. As you have learned, the Zhentarim guard their secrets carefully.

Roll perception, DC 8.

If successful, go to 508.

If unsuccessful, go to 90.

54

You take to the mountainside and scabble your way up over loose gravel. It is a steep climb and soon has you puffing. (Unless you have an ability or item that grants either flight or a climbing speed, then you must make a constitution save, DC 12, to avoid taking exhaustion from the climb).

Eventually, you reach the cave mouth and you enter, looking around.

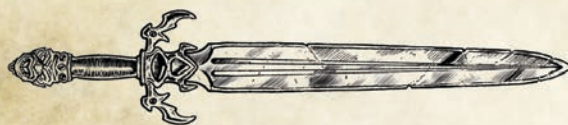
You are standing at the mouth of a colossal cavern, big enough to accommodate the Grand Temple of Bane in Zhentil Keep twice over.

Looking down towards the far eastern wall of the cave, the back of the huge chamber, you see a small opening in the cave wall.

You make a cursory search of the cave and find strange droppings - *large* droppings, and see broken eggshells of a type and size that make you anxious to be out of there.

You are just thinking about leaving when you heard a sound that stops your heart. You turn and behold an incredible sight: beyond the entrance, suspended in the air over the valley, a huge red dragon approaches, heavy wings beating slowly, a massive body gliding gracefully and arcing down towards the cave where you now stand. The dragon hasn't seen you yet, and quickly you consider your options.

(cont. over)



Do you have any dragon repellant? go to 100.

You could attempt to scramble down the mountainside and back to the path below, hoping that the colossal wyrm does not see you! Go to 419.

Or, you could make a dash for the entrance in the far east wall. Turn to entry 309.

55

Make a perception roll, DC 14.

If you are successful, go to 13.

If unsuccessful, go to 568.

56

Try as you might, you cannot lift the iron bell free of its frame. It is just too heavy. And while you have been engaged in this effort, the first of the undead monks has reached the top of the ladder. You turn and face the hideous beast, preparing for battle! Go to Undead Banite Monk Combat Sheet.

57

(Add 1 progress point)

You begin the hard work of chipping away the plaster, and it soon becomes evident that the door swings outward. If it was plastered on the other side, it would be a simple matter of kicking it in, but in order to get this open, you're going to need to do it the hard way. It doesn't help that the doorknob appears to have been removed as well.

You work for a good half-hour and have about two-thirds of the plaster cleared away from the door edge. You pause to take stock of your work when suddenly, wood explodes out from the centre of the door and a hand shoots forward at you, hideous claws about to rend your chest!

Make a dexterity save, DC 14.

If successful, go to 291.

If unsuccessful, go to 399.

58

You have heard this language before. The reptilian growls and grunts are a dead giveaway - the language is Troglodyte! If your ears do not deceive you, two troglodytes are approaching, common inhabitants of the upper part of the Underdark known as the Shallows. Although what they are doing this high up is anyone's guess!

Troglodytes have darkvision, which means that relying on the dark to hide you is futile. Looking ahead, you see a section of wall that juts out. You could hide behind this until the voices are closer, then jump out and make a surprise attack!

You also know that troglodytes have a noxious stench that is best avoided and can actually give them advantage in combat. So, ranged attacks are probably a good idea if you can manage them!

To flee back down the stairs and hide behind a boulder on the chasm floor, go to 151.

To hide behind the nearby outcropping and jump out to surprise the troglodytes, go to 198.

59

(Add 1 progress point)

Leaving the main path, you skirt around the base of the mountain, approaching its eastern side. The journey takes you some time, but eventually, you make it around the base of the mountain and begin travelling north once more. A rough, little-used narrow track appears, and you begin following it.

After an hour's walk, you hear noise coming from ahead, past a rocky outcrop, and you freeze in your tracks, listening. It sounds like many voices, and it is coming from just past that rise ahead.

Quickly, you dash for the cover of the rocky outcrop, which sits a little way up the slope of the mountain. Slowly, you lift your head over the rise and look down onto a flat area below.



Looking down from the outcrop, you see a cave entrance in the shape of a skull's mouth. There is activity here: soldiers ferry goods to and from the mouth of the cave, talking and laughing with each other.

You grit your teeth, watching intently. Could this be it? The entrance to the Zhentarim tunnels? If this really is the entrance to the secret tunnels, they could have chosen something a bit less demonstrative than a skull-mouthed cave! Soldiers continue to ferry supplies from carts into the cave mouth. It is dark by the time they return to their carts and leave by the southern trail, not noticing you, concealed amongst rocks up the slope. You are alone once more. Turn to 452.

60

In the Maps Booklet, find the map "Citadel of the Raven: South Compound."
You remember the words of Huan Falconhand.

Once you are inside, you must find a knight called Sir Steval Skurynd, a Purple Dragon Knight, and tell him exactly what we have told you.

As you can see, there are five locations to explore in your quest to find Sir Steval. However, moving around like this has the potential to attract unwanted attention, so the quicker you can find Sir Steval, the better!

Begin your exploration by choosing a location and moving to the appropriate entry number (given on the map).

61

You make your way across a flat plateau, following a trail which arcs slightly westward. In the near distance, you can see it enters another rocky area, and on the underside of the cloud ahead you see a bluish tinge - the telltale sign of a body of water ahead?

You continue on. Slowly late afternoon turns into early evening and your mind turns towards finding an area to camp.

You are just pondering this when you emerge from a network of rocky outcrops into a wide open area, and a beautiful, calm lake stretching out before you. Birds fossick for food around a calm shore.

You make camp by the lake, and settle down for a peaceful night's rest.

Turn to 310.



62

Winding its way up through the rock, the staircase twists and turns, until finally you emerge on the last set of steps and are in a passage, facing east.

Turn to entry 318.

63

The cleric considers your story for a few moments. And then, slowly, an evil smile spreads across his face.

"Hm. Potion maker, eh? That's a new one. You're very creative, you know. But unfortunately my friend, you are not fooling anyone. Hm." He goes quiet for a long moment, then chuckles to himself slightly. "I have an idea. Galmaegli!"

From seemingly out of thin air the bald humanoid appears and gets you to your feet. It is surprisingly strong. The bonds at your ankles are suddenly cut, and you are marched out of the cave at blade point.

"Don't even think about running, my friend. You'll be cut down if you do. And if Galmaegli's blades don't get you, my holy fire definitely will."

Through dense bush and rocky terrain you are marched until you arrive at a cliff at the edge of a deep ravine. Night is falling as the humanoid cuts your wrist bonds. The cleric places a quill and parchment into your hands. You feel the cold steel of a blade on the back of your neck, poised to slice deep.

"This is your last chance, my friend. I've made it easy for you. You don't even need to tell me the names of your masters. Simply write them down on that piece of parchment, and then it will all be done. And now... the names, please. Write them."

The blade presses harder into your skin, and you feel it bite, droplets of warm blood streaming down your neck.

How are you going to get out of this one?

Running is impossible - you wouldn't be able to move fast enough to escape Galmaegli's blade, resting on the back of your neck. Your options are limited. You certainly aren't

going to give up the names of Huon Falconhand and the other Knights. That would mean the Zhentarim have won.

You could make up some names and write those? Go to 565.

Or you could jump, hoping that you might catch something on the way down? Go to 237.

64

As you walk the corridors of the great keep, you overhear an older Zhentilar talking with an opulently-dressed lady who looks like a mage of some sort. You sit nearby, pretending to tie your bootlaces.

"Does Lord Fzoul know?" the Zhentilar asks. "He suspects," she replies. "He has watched that one for some time now, and his little friend too. Their ambitions are well known, have been for many years."

There is a long pause, and then the Zhentilar whispers, "What I want to know is, did they conspire together, or was it the old twin alone?"

"Who's to know? And you should not talk of such things. Bane only knows who could be listening."

Quietly, you move away, not anxious to linger in case you are discovered.

Return to 378 and continue reading through that entry.

65

Panting heavily, you jolt awake, cold sweat coating your body. Morning light is just beginning to touch the sky. The dream is still vivid in your mind, but you have no idea what it could mean... Whether it was a mere fanciful vision, or whether something placed this vision in your mind.

Still haunted by the dream, you pack up camp and eat some rations. Slowly, you start to feel the dread of the dream lessen, and your mind turns to the journey ahead.

Go to 136.

66

You turn down the western tunnel and walk for some time, passing another passage to the south which you decide not to take - after all, north is the way forward and time is of the essence here.

The west passage eventually comes to a dead end. What was that incantation again? The one that Merinyon told you, to open the secret door?

“Vhaeraun Vuletri,” you intone, and all of a sudden the rock before you begins to shimmer, oscillate, and turn translucent. You peer through, craning your neck to get a good view of the passage. To the south, you see a smooth, well-constructed passage extending to the range of sight. To the north, you see a similar unending passage, but a little way up you see a door in the left wall. Just as you are considering whether to pass through the magic portal, you catch movement, coming from the south, and watch as a Zhentilar patrol marches past from left to right, laughing and joking with each other as they pass. They stop at the door to the north, and one of them slides a little iron panel open, peering inside. Quickly he shuts it again, exchanges a few words and a laugh with the other Zhentilar, and then continues north.

Will you:

Wait until they have gone and then pass through the magic portal? Go to 374.

Return to the junction you just came from and head north instead? Go to 27.

67

(Add 1 progress point)

You turn down this northeast path and set a good pace, making your way through valleys and networks of rock formations. For mile upon mile you travel unhindered, and reckon to yourself that you must be making excellent time. However, you are not sure you are going in the direction that you need to be going in. After all, the entrance to these secret tunnels could literally be *anywhere*

within the Dragonspines. That thought is a little disheartening, but you trudge on regardless.

It is about three or four hours later when you see something up ahead. It appears to be a crossroads.

And it is manned. By Zhentilar troops, if your eyes don't deceive you.

What will you do?

You could approach openly, claiming to be a simple traveller. That will probably take a bit of persuasion on your part. Turn to 347.

To skirt around, avoiding these Zhentilar entirely, go to 235.

68

You feel yourself slipping deep into the pleasant illusion, and you partake of the foods, enjoy the beautiful music, and slip into a deep deep sleep on a luxurious divan.

You may regain all your hit points, feats and spell slots from this long rest.

However, lost in this pleasant dream, many hours slip by unnoticed.

(Add 2 progress points)

When you finally awake, you see that you are in a deserted, ancient room, grey and forgotten. The food that was piled on the tables is now dust and a broken harp lies discarded against a chair, its music silenced forever. The illusion has disappeared.

You do however notice a row of huge chests against the back wall.

If you are anxious to now be gone and want to waste no more time here, you may leave by turning to 108 and choosing a new option.

If you want to check out the chests, go to 555.

69

You look around the inside of the cave mouth, and after some time peering and inspecting the stonework, you see something - a small elvish rune. Probably a glyph of some sort.

You are unsure how to proceed here. Is there a way to sneak past this rune without triggering it? Perhaps if you go to the wall it

is on and crouch below it as you move past?
To try this, go to 24.
Or, to try and run past quickly, got to 412.

70

You inspect the mosses and lichens, but nothing appears familiar. Your knowledge doesn't really stretch to subterranean plantlife, or perhaps your memory is failing you right now.

But as you search, you see something which makes you take a step back - the rock wall becomes translucent for a second, and on the other side you see the silhouette of a humanoid - impossible to tell what kind, although they are about human-sized - standing facing you.

And you hear a whisper. "Look again," it says. "on the east wall, the flat part."

Then the humanoid shape, the silhouette, disappears, and the wall becomes solid once more.

You move to the east wall and look for a part that is more or less flat. It doesn't take you long to find it, and indeed, you also detect the outline of a door without too much fuss.

You also find a stone mechanism, not very well concealed, on the side of the portal.

To try and move this mechanism, go to 477.

To use Mage Hand to operate the mechanism, go to 274.

71

Slowly, you stoop down and pick up a fist-sized rock. Then, drawing your arm back, you hurl it at the north wall of the chasm. It clatters against the rock and then falls to the ground.

The slaverling stops, and you hear the sound of something small and heavy running towards the wall where the stone hit!

Add 1 inspiration point for this inspired solution, and then progress to Abyssal Maw Combat Sheet. Use location 2 on the map. You may make one surprise ranged attack on the creature, and then proceed with combat as normal!

72

You creep slowly up to the mouth of the cave.

Make a stealth check, DC 7.

If successful, go to 474.

If unsuccessful, go to 575.

73

You wonder what or who could be laying siege to this innocent-looking little farmhouse, and who the evildoers are in this scenario. Smoke signals denote intelligence obviously, so, humanoids? Possibly.

A little way off and to the east you notice a hole in the thick brush that stands between you and the area where the smoke plume rises from. Moving over there you enter the opening quietly and pick your way along a dark tunnel leading through the foliage.

You emerge on the other side and look left to see a party of three orcs: two crouched with bows at the ready, facing the farmhouse, and the other managing a small campfire from which he sends puffs of smoke intermittently. Now, from this vantage point, you can see that the puffs are being answered from the area beyond the farmhouse: there is another party of orcs over there, or at least that's what you conclude.

To attempt a surprise attack on the orcs from behind, go to 485.

Or, to retreat and leave the area, go to 358.

74

You move to the rope bridge and, against your better judgment, look down. A yawning abyss extends into oblivion below, and you find yourself wondering how deep it goes...

Best not to think about it, you tell yourself, and begin to move across, holding the sides of the bridge tightly and placing one careful foot in front of the other. The bridge wobbles precariously from side to side as you go. But it proves sturdy, and within no time you are on the other side, feet back on solid stone.

The passage ahead is more of the same: smoothly constructed and free of moss and debris. Just ahead, you almost fancy you can see doors on the east and west walls of the passage.

Turn to entry 318.

75

You give the little goblin the benefit of the doubt and crouch down beside him, watching out through the little hole in the middle of the boulder pile. "The name's Weaselbreath, by the way," the goblin says, extending a hand for you to shake, which you do. "What are you watching for?" you ask. "Cloaker Spiders," Weaselbreath whispers. "Wait... look, there on the wall!" You look to where he is pointing, and see, not a spider, but rather a disturbance in your field of vision, as if a blob-shaped ripple were passing over the surface of the rock wall. "Utterly harmless," Weaselbreath tells you. "But if you can catch one... the serum they secrete is priceless. 300 gold per vial on the black market!" Glancing down, you see Weasel is drawing back a crossbow-like contraption which holds a largish metallic sphere. "What's that?" you ask. "Net bow," he replies simply, then hushes you with a wave of a hand as he sights up the creature. "Damn," he breathes. "They're skittish, these things... he's not moving away from his hole, the little blighter!" Weaselbreath thinks for a moment. "When I tell you to, could go and block the entrance to his hole? I'll catch him for sure then." "What's in it for me?" you ask cannily. Weaselbreath considers this for a moment. "Well... if we catch it, I'll give you some of the serum. How does that sound? Either that or I'll give you a cut, say 100 gold? I've got the money right here." He pats his money pouch.

If you agree with Weaselbreath's plan, go to 543. (*cont. over*)

If you would rather be on your way, make your apologies and move on, then turn to 267.

If you would rather try to rob Weaselbreath's gold pouch, go to 405.

76

You try, as carefully as you can, to disarm this sophisticated needle trap. But a tiny slip of the hand is enough to trigger it, and four darts come shooting out at you!

You are somewhat prepared for this, however, and quickly try to move out of the way.

Make a dexterity save (DC 15) with advantage.

If you are successful, go to 23.

If unsuccessful, go to 368.

77

(*Add 1 progress point*).

You skirt the edge of the raging river, making your way up towards the waterfall. Leading up and across the cliff face from the river's edge is a thin rock ledge, which appears to lead behind the curtain of torrential water. The explorer in you is curious. It is a narrow ledge, and it will test your agility to the utmost. You pause for a long while, wondering to yourself if it is worth risking your life to see what lies beyond this cascading silver curtain. It's likely that you will only find an empty cave. You look down at the water at the base of the waterfall. All you see there is churning chaos, likely to engulf any poor fool unlucky enough to fall in.

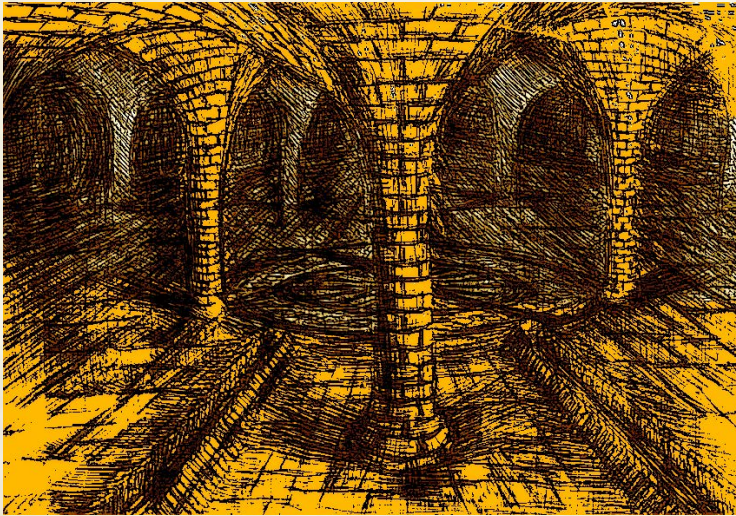
Will you chance walking along the ledge to check behind the waterfall? If so, then turn to 263.

If you are not that foolhardy, and would rather return to the path, go to 403.

78

(Add 1 progress point)

Moving further along the tunnel, you walk for quite some time until it opens out into a wide chamber. The floor here is cobbled and numerous pillars fill this room. There is a musty smell in here, hard to pinpoint. The pillars have a dwarven look to them. To search this room, go to 421. Otherwise, return to Entry 108 and choose another destination.



79

Shifting the body of the dead mastiff aside, you examine the human corpse. The body is that of a dead Zhentilar soldier. You may take the soldier's livery if you wish, donning it as your own. This could prove valuable in gaining entry to the Citadel. The soldier also carries a rapier and 43 silver pieces. When you are done, you can move the body off the path and into the woods so it is not discovered. You are anxious to get going again – the day is wearing on! Turn to entry 162.

80

Quickly you search the bodies of the dead troglodytes, holding your breath so as to avoid the eye-watering stench they give off. They carry little except their crude spears,

but one of the creatures wears a strange belt, made of some bizarre organic material. Make a nature check, DC 14. If successful, go to 492. If unsuccessful, go to 336.

81

You look over towards Urdyn and see that he has defeated two of the Rassedyl's three Zhentilar, and is now striding towards Rassendyl himself. At the same moment, you look to the far end of the cavern and see Rassendyl mercilessly cut down his brother Selfaril with a devastating blow. He raises his sword to deliver the killing stroke but relents at the last moment. Laughing, the mad warrior escapes out the back entrance of the cave! You follow (with Merinyon if she is still alive) as Urdyn bolts from the cave in pursuit of Rassendyl! Go to 427.

82

You know the reek of dead bodies when you smell it, and this is particularly pungent, enough to make you gag. Covering your mouth and nose, you press on, eager to get away from the horrid stench as quickly as possible. Go to 361.

83

Quickly you rifle the pockets of the dead Zhentilar. There's not much to find: some rations, 1 potion of healing and a dozen or so torches. They also have their pikes. However, it appears the collection of tolls has been somewhat lucrative. There is a bulging pouch containing 85 gold pieces! Taking this, you consider which way to go. To take the north path, turn to 259. To make your way down the northeast path, go to 173.

84

"I demand you tell me what's going on, this instant!" you blurt out. The goblin turns a withering look on you, and at that same moment, you hear a rapid scuttling noise coming from behind you.

"Humph! Thanks for scaring away my quarry, stranger! Name's Weaselbreath, who might you be?"

The little goblin seems friendly enough and you introduce yourself.

"What were you hunting?" you ask.

"Cloaker spiders," Weaselbreath replies.

"Prized for their serum, they are. Now, if you don't mind, I'd better be on my way." Weaselbreath picks up his pack and stands, going to leave. He shrugs. "I'll probably come back, try again later," he says. "Gods be with you. Toodaloo." And with that, he turns and starts down the chasm, in the northeastern direction.

Do you want to walk with Weaselbreath? If so, go to 544.

If you would rather travel alone, you overtake him and forge your own path northeast. Go to 267.

85: Drow Ready Room

(Add 1 progress point)

Entering by the north door, you immediately see the similarities between this room and the room where you first met the Jazred Chaulssin. Against the south wall is an idol of Vhaeraun on an altar, and there are supplies in crates and barrels in the room. (If you have been in the Zhentarim storerooms you will see that the drow have looted these supplies from those storerooms).

There is also a bed here where you may take a short rest, and you can replenish provisions here also. If you do take a short rest, take an extra two progress points. For the sake of this area, that will count as having taken the same amount of time as exploring another two locations.

If you wish, you can meditate or pray before the deity of Vhaeraun, asking for a boon to

help you in your quest. If you are of evil alignment (or a drow PC), add 2 to the following check. If neutral, add 0. If good, deduct 2 from the following check.

To ask for a boon, make a religion check, DC 15. If successful, Vhaeraun grants you a boon - you may take one inspiration point. If unsuccessful, there is no effect.

Once finished here, you may explore another location, unless you took a short rest here or have already explored three locations, in which case go to 254.

86

You vehemently deny everything the old man says, fearing he could be Zhentarim. Suddenly his whole demeanour changes. "You shouldn't lie to your elders, young whippersnapper!" he chides you. He looks you up and down warily. "It's obvious you're not a poacher, and so you may pass. Good luck on your mission. But next time I see Falconhand, I'll be telling him that he should select a better class of adventurer for his 'missions'. I sincerely hope you prove me wrong, young moppet! And now, good day!" And with that, the old coot promptly vanishes into thin air!

Bewildered at what has just happened, and incensed at the old coot's rude comments, you take a few moments to compose yourself and then eye the road ahead.

The path northwards continues upward towards the head of the valley. You start towards it.

Go to 196.

87

Quickly you move towards the door, anxious to get away from this potentially dangerous illusion. The smell of rotting food now fills your nostrils and you crave fresh air.

Reaching the door you pull it open and rush out into the passage, gasping.

After a few moments, you regain yourself and consider your next course of action.

Turn to entry 108 and choose a new option.

88

Making a quick apology, you descend the rope ladder and are soon back on the path heading north into the middle of the Dragonspines.
Go to 387.

89

Fighting your way into the thick undergrowth, you leave the track and proceed west into the bush. The going is tough and slow, and it takes you a good hour just to get a decent distance north to the point where you think you are out of danger, and then make your way back to the path you were on earlier.
(Add 1 progress point)
Looking north and south, you see the way is clear and you strike out once more. Go to 40.

90

You check all around the door frame but do not see anything resembling a trap.
To move inside the room, go to 380.
Otherwise, return to entry 318 and choose another option.

91

Calling on Mystra for help, you utter the mantra you learnt in the ruined temple in Zhentil Keep, intoning the words *Mystra Moonson Merradusi*.
The old crone frowns, confused. "What gibberish is that?" she asks. But even as she speaks these words, there is a blinding flash of light and a deafening crack, as if a lightning bolt had suddenly descended into the cabin! The next moment, you look down and the rope which had you wrapped up now lies in pieces on the ground.
Feeling your anger rise, you advance on the old crone and prepare an attack. But she drops to the ground, cowering pathetically. "Aaahhh! Don't hurt me!" the old crone cries. "Don't harm an old lady! I'm not a warrior, like you! Please, mercy!"
Will you show mercy to this devious old crone? (cont. over)

If so go to 441.

If you would rather put an end to her scheming ways - permanently - go to 144.

92: Barracks

Gazing out of the drow portal once more, you see that the entrance to this room is still busy with Zhentilar traffic.
Are you wearing Zhentilar livery? If not, going there will certainly spell the end of your mission; you will be captured, imprisoned and probably tortured to death! Since watching, you have seen at least ten soldiers come and go from that room, and who knows how many more are inside.
If you are wearing Zhentilar livery, you may visit this area, in which case turn to 536.
If not, return to 108 and choose another option.

93

The soldier prods a sack which is resting on top of you, and it moves aside, revealing your face, staring straight at him.
"What's this then!" he exclaims. "Why are you hiding in there, rascal?!"
You need to do some explaining, and quick. Make a persuasion check, DC 14.
If successful, go to 240.
If unsuccessful, go to 343.

94

Quickly you pull on the livery and don the guard's helmet. You smooth the garments down, checking yourself over. Not too bad. Moving back into the passage, you walk north, wondering if you will actually be able to pull this off!
Go to entry 108.

95

Quickly you pull out the monk's robes that you found in Fzoul Chembryl's tower and pull them over your head, adjusting them so that the Bane symbols on the sleeves are clearly visible, and then pull the hood up over your head.

The first of the slaving undead monks reaches the top of the ladder, and pauses, looking at you curiously. It tilts its head sideways, mutters something... you stay absolutely still...

And then slowly, it retreats to the ladder, and peacefully descends, grunting to its companions to do the same!

Well... undead aren't always the most intelligent beings!

You hear the door slam as the undead monks retreat to the little room they emerged from. You have had enough of this tower, you decide, and make your way down from the belfry and down the stairs. Besides, time is wasting and you have a mission to attend to! Outside the tower, you stare back at the building and wonder what its story might have been. Sighing, you descend the hill, cross back over the moat and are soon back on the northern path.

Turn to 315.

96

As you are destroying the door, a blade trap is triggered! Two blades shoot inwards, but since you are standing before the door and not within the frame, you are not harmed. The door is in pieces, hanging off its hinges. Roll a d100.

If you score 70-100, the noise you made has attracted attention! Go to 319.

If you score less than 70, you are safe. Go to 380.

97

Roll investigation, DC 13.

If successful, go to 553.

If unsuccessful, go to 431.

98

The tumblers click into place and the lock releases with a satisfying click.

Do you want to check for traps, or will you progress inside?

If you are checking for traps, go to 53.

If you are just progressing inside, go to 380.

99

"Oh, a poacher eh?" the other one remarks.

"You want to be careful, friend, they're going to crack down on your kind soon. But ah..." and he leans close as he says this... "If you find anything worth a look, I'd be more than interested."

You nod and tell him you will do so, and before you know it they are on their way once more, and you are left alone on the track.

The idea of dragon-poaching is abhorrent, but it was what occurred to you at the time... and now you are left to continue on your journey.

Turn to 225.

100

You go into your pack and produce the dubious-looking bottle which you purchased from Market Square in Zhentil Keep. Giving it a quick shake you upend the bottle and liberally douse yourself in the foul-smelling substance, and then retreat into the shadows. The gigantic dragon alights in the cavern, each taloned foot causing the ground to jolt as it is set down. Slowly it pads its way towards the side of the cave opposite you, snuffling and breathing as loudly as the bellow that fires the forge of the gods! And it seems the temperature has risen in here too, somehow, or is it just the fact that you are sweating profusely?

The dragon is snuffling about and making a low, moaning noise, when suddenly, its head rises, and it begins looking around. Sniffing and sneezing, it tracks whatever scent it has picked up on around the edge of the cavern until, to your horror, it starts to approach you!

Coming at you from the direction of the entrance, it is perhaps ten yards away when suddenly it notices you and sucks in a deep breath. You fear the worst, and brace yourself for a fiery death - but what comes instead is a gigantic sneeze!

So the repellant does work, just not in the way you expected! The force of the dragon's sneeze is nothing less than a hurricane, and sends you somersaulting through the air towards the back of the cave, where you land in a heap! Wasting no time, you pick yourself up and bolt through the eastern exit! Go to 309.

101

Make an athletics check, DC 16, with advantage if you happen to have a crowbar. If successful, go to 228. If unsuccessful, go to 56.

102

You drop your light source down the immense hole, and it falls... and falls... and finally illuminates, for a few moments, what looks like the surface of an underground body of water. Then all goes dark again as the light is presumably extinguished. So, it would seem there is water down there, which would probably cushion your fall somewhat if you decided to jump.

Will you:

Secure a rope to a stalagmite, although the drop looks to be about 150 ft? Go to 269.

Use pitons and a hammer? Go to 370.

Use the spell Feather Fall to let you down gently? Go to 137.

Or simply jump down the hole? Go to 239.

Your final option is to try to slink your way back to the dragon's lair and out to the path continuing north. Go to 191.

103

You try your best to pull yourself back up the length of rope, but your grip does not prove strong enough. Your hold on the rope fails, and you fall, for several seconds, then suddenly feel yourself hitting the water. Go to 132.

104

Having explored these barracks to your satisfaction, you leave via the tunnels of the Jaezred Chaulssin and start walking north.

After only a few minutes, you hear it - movement coming from somewhere ahead. It is beyond your range of vision, but just ahead, where the tunnel bends to the left, a mechanical clicking and clacking is growing louder by the moment!

Something is heading your way, and it doesn't sound like anything you've heard before!

What to do?

To stand your ground, readying an attack if you wish, go to 393.

To turn and attempt to flee in the opposite direction, go to 150.

105

You cannot tell whether this drow speaks the truth, but from his bearing, you can tell he is a lethal warrior. If he was aligned with Zhentarim, and with the knowledge he has of your quest, surely he would have simply assassinated you rather than address you as he has done.

Reasoning that you are discovered anyway, you decide to go with him. Go to 531.

106

A graceful, tall drow warrior presents himself before you, ignoring your combat readiness.

"Relax, traveller, I mean you no harm," he says coolly. His black eyes sparkle with cunning, but you get the impression his words are sincere.

"What do you want?" you ask tersely.

The male drow smiles. "We would like to talk with you," he says, a wicked smile playing across his lips. "We, that is my friends and I, have a feeling you may be of some use to us... and us to you also."

What do you say to this? This drow appears lethally cunning, as most drow are, but you sense his words are sincere.

To respond with "Tell me more," go to 491.

To respond with, "No thanks, I'm not interested," go to 335.

107

Both you and Merinyon (if she is with you) may make an attack on Rassendyl with advantage. After that, make initiative rolls for you and Merinyon, if she is still alive. Then roll initiative for Rassendyl (d20+2), and separately for Urldyn (d20+3). NPC sheets for all combatants are found in the combat sheet section.

"Ah! Our new guests join us!" Rassendyl shouts as he recovers from your attack, seemingly overjoyed to see you. "Come, add your weapon to the fray, friends, whether it be blade or spell! Tonight, we celebrate death in all its glory!"

If you won initiative, make your attack, then proceed to 535.

If Rassendyl won initiative, go straight to 535.

108

Find 'Zhentarim Tunnels Map 2'.

Securely within the drow tunnels, you scout around this area and discover the following. Directly to the north is a passage leading east. It is rough-hewn and slopes downward, tunnelling deep into the earth.

Looking through the magic drow portal into the Zhentarim tunnels, you see that to the north there is a set of double doors in the left-hand wall, where Zhentilar soldiers are coming and going regularly. This appears to be a barracks of some sort. If you are wearing Zhentilar livery, it may be safe for you to explore this area. It will require some cunning and deception but could provide valuable intelligence.

North of you in the Jaezred Chaulssin tunnels is a thick stone door on the right-hand wall. This is different from all the doors you have encountered so far within the drow tunnels and is adorned with strange runes that look almost dwarvish. Who knows what lies beyond that door! You are curious to know.

North of that in the left-hand wall that is a small room-like space that looks like it was

constructed by Zhentilar hands. There are corpses in here and this perhaps warrants further investigation.

Consult the map *Zhentarim Tunnels 2* and move to the appropriate numbered entry to investigate that location.

When you are ready to move on from this area, go to 426.

109

You lean in close, realising that the note is written in the secret language of the druids. It reads:

"Welcome, friend, to The Temple of the Obscured Moon. Speak the words *Alannor Alramish Gebeldnor* and help will be given on your quest."

Without further ado, you speak the written incantation and immediately hear a scraping noise of stone on stone, and see a square section of the rock wall begin to slide inwards. Moving closer, you see that a gap has appeared, and the shimmering light from the sun playing through the waterfall illuminates something of the inside. It appears as though this room has a small pond at its centre, and around the wall you can see alcoves, each illuminated by a brightly glowing crystal of some kind.

Moving inside, you are dazzled by the beauty of this chamber. A tranquil pond, reflecting the natural light of the chamber, is as still as a mirror, its surface reflecting the crystals in a galaxy of stars. The alcoves around the wall do indeed hold large glowing crystals placed on small pedestals, each illuminating a small idol which sits at the back of the alcove: you recognize the forms of Mielikki, Silvanus and Eldath, but there are other more mystical forms - animal totems and carvings that seem to represent pure forces of nature. Take an inspiration point for having visited this beautiful temple chamber. Simply being in this room reinvigorates your very soul. You look around the room and eventually happen upon a cloth package at the base of one of the alcoves, placed at the base of a

smooth, straight staff which has been propped against the wall. Examining the staff, you see it is intricately carved, and the wood feels balanced, light yet strong. You feel that this staff is something special indeed.

Inside the cloth package are two Potions of Healing, and the staff you hold is a Quarterstaff +1. As they say, it's not what you know but who you know! Your druidhood has granted you a rare boon. You may add these items to inventory.

Ecstatic at your finds, you linger a little while longer in the idyllic chamber, reluctant to leave such a pleasant oasis. Soon, however, thoughts of the mission intrude on your reverie, and you are compelled to leave the chamber and the cave, sidling your way out from behind the waterfall and back along the ledge. Soon you are back on the hard earth of the Dragonspines, and you make your way south, away from the waterfall. The sound of it fades behind you as you return towards the path...

Go to 403.

110

(The following attack happens against whoever caused him the most damage in the last round unless that would provoke an attack of opportunity. Otherwise, it will be against whoever is closest).

"Why won't you just DIE, foul heathen!" the mad Zhentarim roars at you.

Gritting his teeth in anger, Rassendyl extends his hand, the palm of which has been painted black, and intones a spell. A cloud of noxious gas materialises in the air.

The target must make a DC 13 constitution save, taking 2d12 poison damage on a fail. You and your living allies will then make their attacks against Rassendyl.

On Rassendyl's next attack, he will burn his one remaining spell slot to cast Thunderwave a final time, which requires a DC 13 constitution save from everyone within a 15 ft. cube. On a failed save, all targets take 2d8

thunder damage and move your tokens 10 ft away. On a successful save, take half that damage and your tokens stay where they are. After that, Rassendyl will use longsword on all his subsequent attacks (see stat block). Remember that his 'Extra Attack' feat always gives him two attacks per round, and he always attacks whoever dealt him the most damage on their last attack. Continue this combat until resolved. If you defeat Rassendyl, go to 589.

111

Focusing all the power of your will, you summon an image of yourself with a huge greatsword, and block the dwarf's attack. He smiles broadly. "Well defended, stranger. You are indeed worthy of my assistance. If you wish it, I can help you travel a great distance closer to your goal."

The dwarf then steps to one side and waves a hand to reveal a portal within an archway.

"Step within here, and you shall be taken wherever you please. To the Citadel, is that where you wish?"

If you wish to be teleported immediately beneath the Citadel, go to 489.

Otherwise, you can simply step away from this portrait and return to the junction by going to Entry 108.

112

Without too much trouble, you find the mechanism to open the door. The ease with which you find it gives you pause... if this is the entry to the secret tunnels that leads beneath the Citadel, then you would have expected it to be better protected.

Turn to 379.



113

You move to the eastern door, concealed amongst the stone of the cavern wall. To manipulate the stone mechanism that appears to control it, turn to entry 477. To use Mage Hand to try and open the door, go to 274

114

Walking down the east path for some time, you soon see that the wood ends ahead. Then, you begin to hear a sound from nearby - the sound of cascading water. It seems to be coming from north of where you are, through a thick stand of trees. To head off the path to investigate this noise, turn to 226. To continue east, go to 116.

115

Cautiously placing a small amount of the pink mushroom in your mouth, you feel a burning sensation and instantly spit it out! The mushroom has released an acidic substance into your mouth, and your tongue and throat are burning! Roll 1d4 and take it as acid damage. Chiding yourself for your foolishness, you move north, searching for an exit from this accursed chasm. Go to 422.



116

(Add 1 progress point)

After walking a little while longer, you reach the end of the wood and emerge in full daylight once more. The day is overcast, and you are glad that you don't have the added hardship of heat on your journey. Keeping a vigilant watch on all sides, you press on; you cannot afford to be seen here.

You walk east for most of the day, pausing briefly in the afternoon to eat some rations (if you have them). In the late afternoon, the trail enters a rocky gorge and turns north, which is good, you think. After all, the Citadel is in that direction.

Pressing on, you make good time through the gorge area, which climbs up for some distance, before emerging at the top of a valley.

The scene below you is one of pastoral serenity. A curving wood bridge crosses a lazy brook which flows around the bottom of a well-tended patch of farmland - rolling grass and crops in orderly rows. On the far side of the bridge, a dirt road leads to a neat little homestead, and beyond that are more rows of crops.

You survey this idyllic scene for a while, contemplating your next course of action.

You could skirt around this valley, avoiding any contact with its inhabitants. Turn to 449.

You could visit the homestead. Go to 537.

Or, you could walk straight through the fields, not giving a hoot about some farmer's crops. Turn to 506.

117

You encourage the woman to open the door a little more and make your way inside. The interior of the cabin is lit by candles on various tables, and all the walls are lined with shelves, on which are arrayed many jars

and containers. Sacks are also arrayed around the bases of the walls, all around the room.

"Thank the gods you've come, stranger!" the woman says, visibly relieved. "I've been locked in here for weeks. I'm nearly out of food." With these words, she begins to sob. "Thank the gods," she says again and moves to the kitchen area to put on a pot of tea. To ask the woman about the "man-wolf", go to 281.

To inspect the shelves, go to 222.

118

(Add 1 progress point)

You enter the tight ravine and begin to make your way quickly towards the other side. The passage is about ten metres wide, possibly a little more. It is surreal being in here; the mountain truly does appear as if it has been sliced in two by the sword of some mighty god. Smooth, almost perfectly straight walls climb impossibly high above you on either side, and you begin to have horrible visions of the mountain simply sliding shut and squashing you like a fly in a book! However, it doesn't appear that this will happen, and you continue through unmolested.

The ground here is mostly flat, covered in grass in places and bare earth in others. You are about halfway down when, to your surprise, you see a small cave entrance in the right-hand wall.

To enter, go to 301.

To keep going, go to 212.

119

The door is securely locked.

If you have a skeleton key, go to 448.

To unlock using the Knock spell, take an automatic success on the following check and deduct a spell slot, progressing to 525.

To pick the lock, make a dexterity (thieves' tools) check, DC 13.

If successful, go to 525.

If unsuccessful, or if you don't have thieves' tools, go to 428.

120

(Add 1 progress point)

You enter the little nameless tavern, expecting the place to be empty, or having at the most one or two patrons. But to your surprise, you find it quite well-populated. Two old men are seated at the bar, solemnly sipping at large tankards of ale while a portly middle-aged man serves them and tends bar. Your attention is drawn to a group of patrons seated around a circular table. Walking over to them, you see that they are engrossed in a game of some sort involving cards. The aim of the game seems to be to openly cheat, as before every hand all players show their three cards to each other, and then deftly remove one of them up a sleeve or to somewhere else. Their skill is impressive: one or two of the players are so deft as to make the cards literally vanish. The player who then guesses the makeup of the most hands around the table wins the hand.

Do you want to play? This game seems to require great sleight of hand and perception skills. If so, go to 455

If you would rather go and talk to the old men at the bar, go to 487.

121

Suddenly, in your peripheral vision, you see a fast-moving shape rush in from the side, a flash of silver and black, and before you can even blink the maw lies dead, sliced cleanly in two by a razor-sharp blade.

You look up and regard the warrior who finished the fiend off: a tall drow, with shoulder-length white hair, stands before you, calmly sheathing his weapon. He looks up and smiles at you coolly.

"Good day to you, traveller. It is fortunate that I find you here... not because you needed saving, you look perfectly capable of taking care of yourself... but because I - " The drow pauses here, and corrects himself. "The fact is, we have need of you."

Turn to entry 187.

122

(Add 1 progress point)

As you move around this area, every time you find a dead end, you mutter the invocation "Vhaeraun Vuletri," and usually a magic portal is revealed. These two portals are secret entrances into the Zhentarim storerooms, which are locked from the other side. Here you find crates of grains and dried meats, barrels of wine, good drinking water and other sundry items. There is also a crate of exceptionally fine foods, cheeses and olives and all sorts of luxury items, no doubt for high ranking Zhentarim and Zhentilar officers in Manshoon's army. You may restock your provisions if necessary.

Did you receive a vial from Kuthrix? If so go to 548.

Otherwise, go to 254.

123

Supremely pleased at your own foresight in having purchased this hammock from the Zhentil Keep Market, you string the rope bed up between two young trees and soon settle down for a peaceful nights' sleep, a beaming grin on your face as you drift off.

You awake fairly early, well-rested and eager to get going. After taking some rations and having a quick wash in the stream, you return to the northern path and set out at a brisk pace, eager to cover as many miles as you can today. Go to 295

124

Adrenaline surging through your veins gives you the necessary strength to haul yourself out of the pit. The three giant spiders snap at your heels as you lift your feet clear, rolling onto your back.

To your surprise, you are staring straight up into the face of a drow warrior.

"Who are you?" you ask reflexively, shocked at his sudden presence.

"An ally," he replies coolly. "You did well to get out of there. I was just about to nock an arrow and help you out."

You are startled again by the sound of the pit doors snapping shut with a loud metal clang.

"Why would you help me?" you ask. "I thought drow cared only for their own... and for pleasing Lolth, obviously."

At the mention of the name of Lolth, this drow turns and spits on the floor. "Do not mention the name of the cursed spider goddess before me, traveler. Not all drow are created equal. Something you might want to consider when you hear my proposal."

"What proposal?"

The drow looks about reflexively. His eyes twinkle with a dark malice, but your instincts tell you this character might have something to offer you - otherwise he could have just stuck an arrow through your throat while concealed in the shadows!

"You have something to offer us, traveller, and we have something to offer you... myself and my allies."

"What is that?" you ask.

"A way into the Citadel. Help in your quest. What you will give us in return, is vengeance."

The drow's words are cloaked in intrigue, and he has definitely piqued your interest. You press him further, looking for more details, but he shakes his head.

"Come with me," he says. "This is best explained by my leader Merinyon. She knows the details of what we hope to achieve."

You are not usually one to immediately trust, but something tells you that this drow's words are sincere. You nod and bid him lead the way.

Go to 2.

125

Take 2d4+2 slashing damage.

The spider-like creature's pincers slice into your flesh. You must escape this web, and quickly!

Go to Ettercapling Combat Sheet, making a strength check to escape the web before rolling initiative (DC 11). Until you escape

the web, the Ettercapling's attacks will be at advantage. You may make a new dex save at the start of each of your turns until you escape the web.

126

You approach the boulders, poised with an attack in case this is some sort of illusory trap. However, rounding the large pile of rubble you see a small goblin, crouched and watching through a small hole in the debris. He glances at you. "Crouch down, crouch down!" he demands. "It's just inside that nook opposite. You disturbed it as it was coming out! But if we're very quiet..." Will you crouch down beside the little goblin? He seems friendly enough. Go to 75. Or will you demand in a loud voice that he tells you what is going on? Go to 84.

127

Ascending the ladder up into the branches of the huge old tree, you make your way to the front door of the little cabin, noting how well-constructed it is. Do you want to knock on the door? If so, turn to 247. If you would rather make an inspection of the outside of the cabin, go to 221.

128

Wasting no time, you move quickly around the room, which contains four beds, each accompanied by a small bedside dresser. Rifling the contents of each, you turn up some items of interest: the first is a vial marked "poison antidote." (This can be consumed, as an action, to avoid poison damage. Good for one encounter). The second is a cloak brooch, a long pin extending from the bottom of a miniature black fist, the symbol of Bane. And finally, in the bottom drawer of the last dresser, a note, neatly written in black ink, on high-quality parchment. The document appears like it came from a royal court or some such place. The remains of a seal can be seen on one edge.

"11 Flamerule is the date set for our garrison's entry into these tunnels, but much preparation is needed before then. Agents R and S, within the Citadel, must be contacted, and confirmation given that all obstacles have been eliminated. This must be secured before we send our garrisons to march. 7 Kythorn has been determined by our wise leaders as the date when the Black Network should attempt to obtain this confirmation." 7 Kythorn, you think to yourself, realizing that that was yesterday. Confirmation of what, though? And if these are living quarters of Zhentarim agents, that explains why they are currently vacant. R... surely that refers to Rassendyl Oumndolfin. So Selfaril wasn't lying. His twin is part of this, in deep with the Zhentarim and Manshoon. But who is S? Does Rassendyl have an accomplice, another spy within the Citadel? And how powerful is this S? You keep reading.

"Confirmation will be in the form of a bird from R, and a lock of hair from each, we will have confirmation that the troublesome elements have been removed. Glory and riches await those who bring these tidings to our wise leaders."

You remember Huon Falconhand talking about the Purple Dragon Knights. What was it now? You rack your brain.

Make a history check, DC 10, to see if you can remember this detail.

If you are successful, or if you actually do remember (perhaps you noted it on your character sheet) turn to 398.

If you do not, then you find nothing else of significance here. Return to 318 and choose another option.

129

The guards appear around the bend at the top of the passage and see you standing there, boldly facing them.

"Hey!" one of them shouts, and they both draw longswords and start running at you. The guards are about 50 ft away.

To stand your ground and attempt to talk your way out of this situation, go to 365.
If you are resolved to enter combat, you will have time to get one ranged attack off, vs AC 16.

Take note of any damage and then progress to Zhentilar Guards Combat Sheet.
If victorious, go to 189.

130

You listen closely to the voices, but cannot discern what language is being spoken. The voices are getting closer. Will you hide or face whoever approaches openly?
To hide behind the nearby outcropping and jump out to surprise the creatures, go to 198.
To flee back down the stairs and hide behind a boulder on the chasm floor, go to 151.

131

The chest does not appear to be trapped. To open it anyway, go to 351.
To investigate the larger chest, go to 252.
To have a closer look at the wyrmling carcass, go to 566.
To leave the cave and continue north, go to 212.

132

You can't feel any bottom and so you begin to make for the shore, which isn't too far off, perhaps about twenty metres. But you don't like the idea of what might be lurking down there, and so you waste no time swimming hard towards the beach.
Finally, you reach the water's edge and have time to look around and gather yourself. You are at the bottom of a large chasm which runs north-north-west and is about a hundred feet in diameter. The roof of the chasm is many feet above, and the whole area seems to be lit dimly by a strange purple phosphorescence that clings to the walls of this subterranean ravine. Before you, the surface of the lake returns to stillness. Seeing little point in lingering here, you survey the way northwest, which you surmise is roughly in the direction of the Citadel.

Checking your immediate surroundings, you start forward along the floor of the wide chasm.
Go to 51.

133

You are rudely awoken in the small hours of the morning by a snake which has latched onto your leg!
The pain is blinding, and you quickly fumble for your weapon to do away with this pesky intruder!
Go to Poisonous Snake Combat Sheet.

134

The old farmer, whose name is Bertius, or Bert for short, is an entertaining old fellow, with a good sense of humour – just the medicine you need after three days on the road. He shares his food and a large bottle of mead with you as you travel.

(Add 1 progress point)

You soon start winding your way through the low hills.

"I've got a cartload of vegetables for the Citadel, and hay for their horses," he tells you. "They can't get enough of my veggies these days. I'm forever travelling from my farm to the Raven and back again. Seems like the population there has tripled of late." Bert chatters on and on, and you get a good feel for goings-on within the Citadel. You wait for a pause in his narration, to ask him whether he'd be willing smuggle you in, but he doesn't shut up long enough for you get a word in edgewise!

It is in the midst of one of his long monologues that you see it – bursting from the trees and charging towards the cart, a huge horned creature, the biggest sheep you have ever seen! But it is not like any ordinary sheep; its eyes glow with a green, deathly pall.

"Bert, look out!" you cry, drawing your weapon.

Bert turns in time to see the horrid creature bearing down on you both. "Blimey!" he

yells. "Gods save us!!" In fear, he turns and dives in amongst the sacks on the bed of his cart.
Go to Dread Ram Combat Sheet and dispatch this foul beast!

135

You quickly run to the farmhouse but find it shuttered and locked.

"Let me in!" you yell. "I'm being attacked!"
"Go away!" comes a gruff shout from indoors.

Any thoughts of helping whoever is inside are fast fading now... you eye the end of the valley. There is a small copse of trees there where the eastern ridge ends. If you sprint fast enough, you could probably make it to cover before being hit by another arrow. To attempt this, go to 413.

Or, if you have ranged attacks, you could attempt to hit whoever is firing arrows at you from your cover behind the farmhouse. The ridge is about 70 ft away. Go to 145.

136

(Restore all hp, feats and spell slots from your long rest).

As dawn breaks, you resolve to cover the remaining twenty or so miles to the Citadel as quickly as possible. You break camp and eat rations as you walk, and by the time the sun touches the top of the Dragonspines you estimate you must have covered at least five miles.

(Add 1 progress point)

An hour after dawn you are forced to abandon the path as a large patrol, presumably from the Citadel, makes its way east through the forest, a hundred strong at least, you reckon, and fully armed for battle. Strange tidings indeed. Peering from deep in the undergrowth you see a variety of insignia: the Black Hand of Bane is visible on some shields, but also the livery of Mulmaster, Cormyr, Melvaunt and many other cities that border the Moonsea. You know that the force inhabiting the Citadel is

made up of garrisons from many cities, and this gives you your first glimpse into the depth of its military diversity.

By mid-morn, you notice another path from the south join the main east path you are on. It makes its way down the mountainside from a steep saddle before joining your path. You survey it for a while before moving on again.

Turn to 312.

137

Producing the components, you mutter the spell's incantation and step off the edge. You fall slowly, and for a long time - it seems to be a fairly long way down, at least a hundred feet, probably more, but your rate of descent is perhaps making that feel like further. Below, you glimpse water, and before you can react, you are immersed in it, and floating in a small underground lake. Turn to 132.

138

Despite her appearance and demeanour, you get the distinct impression that this woman is trying to lead you into some sort of trap! To proceed inside anyway, go to 117.
Or, make your apologies and leave. Go to 88.



139

(Add 1 progress point)

You wind your way through the low hills that sit on the very northern reaches of the Dragonspines.



“Just around this corner, it is,” Bert informs you after a long while.

Slowly the cart trundles around the last corner, and then, rearing up before you, is a colossal stone structure.

The Citadel of the Raven.

Looking up, you see that this is a keep primed for battle. Huge, raven-shaped gargoyles loom out over the entrance, long oil stains dripping down the towers on which they stand.

“That’s where they pour hot oil out,” Bert informs you. “Out the ravens’ beaks. Killed many an orc that way, they have!” he chuckles.

The Citadel of the Raven consists of a huge network of towers, connected by a network of walls. It is an imposing structure.

Slowly Bert’s cart rattles up towards the gate.

Zhentilar man the gates and battlements, but have not looked your way yet. Are you going to attempt to hide among the sacks? Or will you stay seated beside Bert? (If you do decide to hide amongst the sacks, Bert will

warn you that if you’re discovered, it won’t go well for you).

Make your decision and then continue to 408.

140

With all your might, you wrestle yourself free of the rope’s tight coils and advance on the old hag, preparing to attack. She drops to the ground and cowers pathetically.

“Aaahhh! Don’t hurt me!” the old crone cries. “Don’t harm an old lady! I’m not a warrior, like you! Please, mercy!”

Will you show mercy to this devious old crone?

If so go to 441.

If you would rather put an end to her scheming ways - permanently - go to 144.

141

You don't find much in the way of written information on the assassin, but there is a crumpled piece of parchment in his pocket, and you unfold it to find a hastily drawn sketch of a humanoid... examining it closer, there can be no doubt that this is a crude depiction of yourself!

You shudder and pocket the sketch, wondering who made it, and how long they have been watching you for. So... someone is aware of your presence here. Zhentarim? Likely, but it's possible that this assassin was just a lone operative, and that all such rogues have been told to be on the lookout for you. Searching his clothes more extensively, you find a bulging purse containing 86 platinum pieces! This smells like bounty hunter to you. So... there's a price on your head? Good to know. (Add the money to inventory). It is still the dead of night, and you're damned if you're going to let this ruin your sleep. Taking care to jury-rig an alarm by the door, you stow the assassin's body in the closet and crawl back into bed. After all, even a hardened adventurer needs their beauty sleep.
Go to 265.

142

"Then you have succeeded in your quest," he replies. "I am Steval Skurynd." Presenting his hand before you, he shows you a large ring which adorns the index finger of his right hand. It bears the crest of a dragon, picked out in violet amethysts on a silver background.

By way of reply, you present the ring given you by Huon Falconhand, bearing the crest of the Knights of Myth Drannor. "I was sent by Huon Falconhand," you say. "He told me to find you, and to relate to you everything they told me."

You then begin to give Sir Steval the story as it was related to you by Falconhand; the ruse of the orc army crossing The Ride; the secret tunnels beneath the Dragonspines; the

Zhentarim plan to gain control of the Citadel, and then the Moonsea.

Do you have the codeword *Jaezred*? If so, turn immediately to 210.

If not, continue reading below.

"Yes," Sir Steval says. "I've suspected all this for a long time. But to hear that Falconhand holds the same suspicions... it is good to hear that his instincts are the same."

"What to do now, then?" you ask. "Do you know who Hawkhelm's assassin might be?"

"I have some ideas," Sir Steval says. "But first, we must get you out of this cell." With that, he glances around and then takes out a set of keys. "I lifted this key from the jailer's post, but we must be quick."

Sir Steval soon has the door open, and leads you out of the cell and through the corridors of the main keep, collecting your belongings from the jailer's post. Then you journey on and eventually are led to a small, sparsely furnished room. In here are a bed and a small table.

"Rest here," he says. "In the morning I will return, and we will come up with a plan."

You thank Sir Steval for his hospitality, and settle down for the night. The day's travails have taken their toll on you, and you are soon fast asleep in the small, but comfortable bed.

Go to 550.

143

The woman brightens at this. "Yes, I do!" she says. "What an excellent idea. I have a map of the forest here... wait, I'll go and get it." She disappears into a room adjoining the main area of the cabin, and you can hear her rummaging around. A moment later, the woman reappears at the door, but not the same woman who went in! The young redhead is now transformed into a wizened old hag, and something is flying towards you... what looks like a length of rope! Make a str or dex save, DC 15. If successful, go to 488.

If unsuccessful, go to 35.

144

The old crone does not put up much of a fight, and a couple of swift blows from your weapon is enough to finish her off. No longer will she trap unsuspecting adventurers! Searching the back room, you find her "golem" as she called it; a hideous assortment of body parts from a variety of different individuals (not all human either) somehow preserved in a state of half-life.

Gagging in disgust, you leave the room quickly. In the main room of the cabin, the old crone has a huge amount of bizarre ingredients on her shelves, but one thing that catches your eye is labelled *Potion of Fate*. This potion will grant you the blessing of the gods of fate, allowing you to reroll any attack roll or saving throw you wish. Add this to your inventory.

With one final look around, you depart the cabin, rejoining the path north.

Go to 387.

145

Peering out from behind the farmhouse, you scan the horizon, watching for movement. Yes, there! Orcs, on the ridge! You pinpoint the location of your enemy and prepare a ranged attack.

Go to Orc Combat Sheet and use the PC location by the farmhouse.

146

Out of nowhere, Sir Steval drops to the ground, unconscious. You glance at him in alarm and then see a flash as something moves across your field of vision. Urldyn sees the movement too and quickly whips out and throws a dagger which seemingly connects with thin air! A moment later, a strange, bald humanoid materialises and the slender drow is instantly locked in battle with it. Two drow warriors throw themselves at Rassendyl, screaming the name of Vhaeraun at the top of their lungs. They are being led against the tyrant by his twin brother Selfaril, who fights like a hardened

champion. Catching a glimpse of their battle, however, you see that Rassendyl appears the more accomplished warrior; quicker with his longsword and nimbler on his feet, and easily parries all attacks.

The Jaezred Chaulssin captain, Merinyon Zauret, attacks the female mage with an expertly wielded shortsword, and the remaining Jaezred Chaulssin square off with the Zhentilar soldiers. You come to Merinyon's aid, but keep one eye on the battle between the two brothers.

In one smooth motion, Rassendyl sheathes his longsword and draws another weapon, which at first appears to be a mere sword hilt. But then, with a flash, a radiant blade, as bright as the sun, shoots out from the hilt, lighting up the entire chamber. The drow cry out in pain and shield their eyes! Taking the opportunity, Rassendyl strides forward and mows both his drow opponents down with two swift strikes, leaving only his brother Selfaril. Merinyon, when she sees this, screams with rage.

"Faszt, Dinnolu, nooooo!!!" Dying on the end of this magical sword, the drow known as Faszt grasps the Sun Blade tightly so that Rassendyl cannot wrench it from his hand, and in that same moment, Selfaril is upon his brother, raining down lethal strikes on him. Roaring with rage, Rassendyl lets go of the Sun Blade hilt and raises a hand, spraying out a poison cloud towards his brother who screams with burning pain but keeps coming. Rassendyl draws his longsword and squares off with his brother. With his last effort, Faszt tosses the Sun Blade into the font, which explodes with magic potency as the enchanted weapon falls into its depths. As all this is happening, Merinyon still battles with the mage, and you rush to her aid, preparing an attack against the Zhentarim spellcaster.

"You are fools to fight Shannah Nezraxis, little ones!" she says. "Now you will feel the full wrath of my Raven Queen and my Dark Lord Bane!"

Merinyon laughs mockingly at this. "False gods! Vhaeraun will feast on their entrails!" she spits, and launches herself at the mage, shortsword flashing! "You'll pay for that, wench!" Shannah says through clenched teeth, and suddenly the three of you are locked in deadly battle! Go to 275.

147

If you are within 5 ft of a troglodyte, then you will need to give the troglodyte in question an attack of opportunity. You turn tail and flee towards the staircase, hearing the sound of the troglodytes hissing behind you.
Turn to 415.

148: Training Ground

(Add 1 progress point)

You stand within the open-air training ground used by soldiers of the Citadel, searching for Sir Steval Skurynd. Make a d100 roll. If it is 65 or above, you find Sir Steval! Turn immediately to entry 8. Otherwise, continue reading.
Roll a d100, adding 20 points if you are wearing the livery of a Zhentilar soldier. Add another 10 points if Brun is with you.
If your roll is 40 or below, you have attracted some unwanted attention from a Zhentilar patrol and must somehow throw off any suspicion they may have at your presence. Choose from a deception, persuasion or stealth check, DC 14.
If successful, you are left alone; you may move to another location.
If unsuccessful, your snooping about has landed you in the Citadel's jail! Go to 223.



149

If you are leaving melee range, have the monks perform attacks of opportunity as appropriate.
Quickly you take your chance and bolt, heading quickly down the stairs (or the ladder and stairs if you are in the belfry) and out the front door, which you slam shut behind you.
Not wasting any more time, you run down the hill, cross back over the moat and are soon back on the northern path.
Turn to 315.

150

You hurry back towards the barracks. If you are quick enough, you may be able to make the drow ready room and bolt the door behind you until the creature is gone. Make an athletics check, DC 13.
If successful, you manage to hide in the ready room and wait until the creature has passed. Once that is done, you walk north and continue your journey towards the Citadel. Turn to 255.
If unsuccessful, you are not fast enough and the creature spots you as you flee. You turn and ready an attack. Go to 393.

151

Quickly you turn and run down the stairs as quietly as possible, running back out to the chasm floor. Finding the nearest and biggest boulder you can, you draw your weapon and crouch down.
You watch closely, the scattered phosphorescent rock shedding dim light over the rubble-strewn subterranean landscape. As you crouch there, you see two well-built troglodytes exit the passage leading to the stairway, both toting crude spears. They don't look so tough, you think to yourself. You're confident you can take them.
(cont. over)

To try and hit one of the troglodytes with a ranged attack, go to 389.
To stay hidden, waiting for the troglodytes to pass, go to 473.
To jump out when the troglodytes pass and move to their melee range, go to 285.

152

Taking out the bag of flour you purchased in Market Square, you grab several handfuls and scatter them, tossing them into the air in a wide sweeping arc.
“Ah! What is this?” the same voice utters again, in a whine of protest. “Blugh! It gets in my nose!”
Slowly, as the flour settles, you see the outline of a small humanoid, in white. From the shape, it appears to be hooded and roughly halfling-sized.
“Sod it!” the voice says again, and all of a sudden the figure materialises properly before you, a leather-clad gnomish-looking creature with eyes glowing metallic yellow. It sighs and dusts itself down.
Turn to 250.

153

You make your way north, heading up the smooth-walled, cobbled passage in the direction of the Citadel, although how many days that journey will take remains to be seen. Your footsteps sound impossibly loud to your ears, and your senses stay sharp, watching for any movement from the passage ahead. A Zhentilar, or worse still, Zhentarim patrol would be the last thing you want to run into at this stage, and you find yourself questioning the wisdom of taking this particular route.
You walk for at least an hour before you see any change in this unending corridor. Ahead, you see the passage ends and enters an open space, what looks like a narrow rope bridge spanning a chasm.
You walk a little further and see that, yes, it is indeed a deep, black chasm descending beyond sight. The bridge, however, looks

well constructed if only ten feet wide, and should hold your weight.
What will you do?
To cross the chasm using the rope bridge, turn to 74.
To search around this area, go to 420.

154

To your horror, the old crone advances on you, waving a smoking chalice under your nose. Despite your best efforts, the herbal smoke affects you and you start to feel drowsy.
Then, calmly, she produces the blade and prepares to make an incision into your flesh. “I’ll have to bleed you out first,” she says.
“To check that your organs will be compatible with my golem. We’ll take a little... well, a lot of blood, really, and then add it to his system. If he accepts it, then we know your organs will be a match. Isn’t it wonderful!”
The old crone makes a deep incision on an exposed piece of your flesh and starts collecting your blood in a beaker!
Take 1d4 slashing damage, and you may make attempt one final strength or dexterity save to get free of the rope. DC 15.
If successful, go to 140.
If unsuccessful, go to 456.

155

Quickly you free yourself from the sticky strands, just in time to see an outlandish creature lumber onto the path. Vaguely spider-like, it has long limbs ending in pincers that clack as it strides awkwardly towards you.
Go to Ettercapling Combat Sheet to do battle with this bizarre beast!

156

The merchant’s range of potions is rather limited, but some could prove useful.
Potion of healing, 120 gp per bottle (3 available).
Potion of Gaseous Form, 100 gp.
Potion of Climbing, 50 gp.

Potion of Heroism, 200 gp.

He also sells something called a "Potion of Stupefaction." Apparently, this is a powerful sedative, which after drinking will cause a person to become utterly intoxicated to the point where they can not even walk or even hold an object in their hands. A bottle of this is 110 gp.

The merchant will also buy any potions you might be willing to sell, at a standard price of 75 gp each.

After perusing the merchant's wares, you bid him a good day and are on your way. Go to 350.

157

You walk further back into the cave but find little apart from more bones and the remains of a campfire. It appears this cave was used as a campsite at some point long ago, and possibly inhabited by wild animals at some point also.

There is nothing else here of any interest. After thoroughly inspecting this hidden grotto, you leave, sidling back along the ledge and dropping back onto the ground by the waterfall. Then, you begin walking through the wood, returning to the southern path.

Turn to 403.

158

The path twists and turns at the bottom of deep ravines, through mountains which tower above you on either side.

Eventually, you and Grumm reach a spot where the path appears to lead up to a cave entrance. Your heart quickens.

"This connects to other tunnels?" you ask.

"Oh yes," Grumm replies. "Too many tunnels. And to the Underdark, if you go deep enough. You'll find dwarven ruins in here, natural caverns... even humans use these tunnels on occasion."

This must be it, you think to yourself.

"Zhentarim?" you ask.

Grumm pouts. "I don't know about that," he says. "We dwarves have little interest in the affairs of men. All I know is," and he points at the cave ahead, "There is a big, ugly ogre in that cave, who has killed many of my clan." He shoots you a look. "You ready, traveller?"

Cautiously you and Grumm edge forward to the cavern entrance, silent, primed for battle. As you near the opening, you see that the path does not stop at the cave, but provides another route up the right-hand side.

Crudely chiselled stairs climb steeply up towards a high saddle, a mountain pass. You cannot see any mountains beyond this pass - are you near the highest point of the Dragonspines? You want to ask Grumm but dare not speak a word.

Grumm takes point and you fall behind.

Inside, a natural tunnel twists right and leads to a larger cavern where you can see firelight dancing.

"Up ahead," Grumm whispers. "Prepare yourself."

From the cavern, you can hear chomping and grunting noises. You and Grumm edge forward to where the tunnel turns left and enters the interior cavern.

Go to Karg Combat Sheet and prepare for a mighty battle with Grumm at your side!

159

Making your way to the wall, you down the potion and assume a gaseous form, becoming nothing more than a cloud of mist.

Floating forward, you easily make your way past the walls of the Citadel and into a wide open area.

Turn to the map titled *Citadel of the Raven: South Compound*.

You are standing in the middle of a bustling market, ringed with tents. Civilians and soldiers move here and there, inspecting the wares on display.

Directly beyond the market, a hulking stone keep sits, the banners of all the Moonsea cities flying over her battlements.

To your northwest, past the market, a large temple is visible, and to the northeast is a long building which looks like it could be a barracks.

Turn to entry 60.

160

You edge nearer to the hive. Taking a leaf, you scale the base of the tree and attempt to collect some of the honey and perhaps some of the comb as well.

Make a dexterity check, DC 10. If successful, you are able to collect some honey (add it to your inventory). If unsuccessful, you collect none and suffer 1d4-1 piercing damage from bee stings!

Whatever the case, continue to entry 559.

161

You are not really interested in honey. You have enough provisions to keep you going. You return to the main path and continue north.

Go to 559.

162

At around lunchtime, you come to a junction. The path east terminates and joins an even wider cobbled road running north-south.

Turn to 278.

163

Anxious to avoid discovery - especially this close to the Citadel - you move into the bushes and wait, watching for whoever might pass.

A little while later, a man in travelling clothes appears on the path, heading South, into the Dragonspines. He is singing a merry tune to himself and pulls a small hand cart, laden with wooden crates.

To move back out onto the path and greet this stranger, go to 172.

To stay hidden, where you are, go to 539.

164

You hear a gurgling, bubbling sound, and looking up you see several giant globules of purplish energy spew forth from the magical font.

Make a dexterity save for every character, DC 10. If the character succeeded on the perception check, they may make the dexterity save with advantage. Whoever fails this dexterity save takes 1d8 radiant damage from the superheated material.

Then, progress to 277.

165

You move closer to the sealed-shut door and inspect its edges. You have no idea what might be in here, and listening at the door reveals nothing either.

To get inside this room, you are going to need to chip away all this plaster, which could take some time. It has dried rock hard and is of a tough consistency. Surveying the work, it looks like it could take up to an hour, possibly more, to get this job done. You wonder what could be in this room that someone would want to bar entry so permanently.

To start the job of chipping away at the plaster, go to 57.

To investigate the room with the ajar door, go to 4.

To ascend the ladder to the belfry, go to 482.

166

Quickly you get off the path, hiding in thick bush on the hillward side of the track. Two horsemen approach, humans, and you scan them quickly for any livery or insignia - but find none. Both of them wear black from head to toe, and the word *Zhentarim* instantly pops into your head. Your ability to spot members of the Black Hand has grown. They are conversing fairly happily and don't seem to be on the lookout for anyone, least of all yourself.

You stay quiet, secreted in the undergrowth. You are well hidden and the horsemen should pass without even looking your way. Make a stealth check, DC 8.
If successful go 551.
If unsuccessful go to 234.

167

Surveying the dead gibberlings, you wonder where they might have come from. Perhaps they live in the bushes around here, but something tells you these are subterranean creatures.
You have a search around for a possible cave entrance but find nothing.
Go to 417.

168

Will you give this old man some of your rations?
If so, go to 391.
Or do you have some other type of food that he might like? Go to 354.

169

Your knowledge of glyphs, and magic in general, tells you that this glyph has been placed here by a powerful mage, and that breaking the glyph will trigger a powerful explosive spell!
You may return to 344 and choose a new option.

170

Locked in battle with the Zhentarim mage, you do not notice that the magic font is spewing forth its volatile energy! A huge ball of purplish material lands in your midst! Make a dexterity save for every character, DC 10. If the character succeeded on the perception check, they may make the dexterity save with advantage. Whoever fails this dexterity save takes 1d8 radiant damage from the superheated material. Then, progress to 277.

171

You stealthily lift the goblin's money pouch, hiding it before he notices.
"Oh well, I'd better be going, really," you say. "Fare thee well, friend."
You turn to leave. You are a little way down the chasm when you hear a voice behind you. "Dear oh dear," Weaselbreath's voice echoes. "Did you really think I was that dim, traveller? Oh well, enjoy your surprise!"
At that exact moment, the 'money pouch' you lifted from Weaselbreath explodes with a loud 'phoofh'! You have just enough time to recover to notice a pungent, noxious gas surrounding you!
Make a constitution save, DC 14.
Then turn to 338.

172

You move out onto the path and hail the man, wishing him a good day. When he sees you, a wide grin breaks out on his face.
Turn to 186.

173

(Add 1 progress point)

You take the northeast path, which enters a tight network of gullies and ravines that twist and turn with the landscape.



You continue on, seeing neither man nor beast, through a desolate, barren country. The hills become mountains, and then, suddenly, you emerge on a plateau-like area. The northeast path joins a larger road running north-south. You turn onto this and head north. Ahead, you see a mountain which appears to have been split down the middle by some colossal force of nature.
Go to 523.

174

The mastiff tentatively wags its tail as you come near. You extend a hand, and the large canine gives it a big sloppy lick.

"Good dog," you say, feeding it a little morsel from your rations. It stands and wanders off a little way, allowing you to inspect the body.

The body is that of a dead Zhentilar soldier. You may take the soldier's livery if you wish, donning it as your own. This could prove valuable in gaining entry to the Citadel. The soldier also carries a rapier and 43 silver pieces, and is clad in leather armour.

When you are done, you can move the body off the path and into the woods so it is not discovered.

Also, if you are a beastmaster ranger, you may take the mastiff as a beast companion (if you do not already have one). The mastiff's stat block can be found on p.307 of the Player's Handbook. Give him a name and appearance if you wish, just to add a bit of character!

You are anxious to get going again – the day is wearing on!

Turn to entry 162.

175

Rassendyl laughs like a madman as you all launch yourself at him. He is a tough fighter and his blade moves quickly, desperately trying to parry your attacks.

Make attacks for yourself, Merinyon, and Urlodyn against Rassendyl's AC 16.

If Rassendyl is still alive, go to 28.

If he is dead, go to 589.

176

(Add 1 progress point)

You make your way to the door and inspect the runes. You had given them a brief look before, but now you try your damndest to make sense of them, and the stonework around this door also. It certainly doesn't look drow.

Just out of curiosity, you intone "Vhaeraun Vuletri" here, and sure enough, see the door become translucent, but when you go to reach a hand through, the stone is still solid. Perhaps this stone is enchanted against drow magic in some way. However, through the stone of the door you can see a table and chairs, but far too big for any human or elf to comfortably inhabit. It is as if they were made for giants. You also see a window that appears to look out onto open sky, but surely this is impossible...



To try and perceive the history of the runes and the stonework, make a history check, DC 16. (If you are a dwarf, you can use your racial stonecunning trait here to give you advantage on this check).

If successful, go to 209.

If unsuccessful, go to 479.

If you know the spell Comprehend Languages, or you have a Helm of Comprehending Languages, go to 392.

To check for traps, go to 55.

To simply try and open the door, go to 352.

177

Taking your time, you search the walls thoroughly and find not one, but two concealed doors. The first is on the east wall and easily discovered. It seems to be controlled by a small stone mechanism halfway down the door's right-hand side. The second portal is on the south wall and is cleverly concealed amidst moss and phosphorescent lichen. You only discover it because you reach forward to inspect the texture of one of the luminous mosses, and your hand goes into the wall beyond. Shocked, you withdraw your hand and lean closer to the door. For a moment, you see the wall become translucent, and you are startled when you see what looks like a humanoid figure standing on the other side, regarding you. Then you blink, and they are gone. Unnerved, you take a step or two back from the wall. To attempt to find some way through this mysterious door, go to entry 465. To try and progress through the secret door to the east, turn to 113.

178

You hear a cracking sound to your right and move out of the way just in time - a section of the cave wall explodes with a ball of flame, showering you with stone splinters, but you keep running, head down, out of the cave mouth and into a maze of rock formations - standing pillars of stone. Legs pumping, chest heaving hard, not looking back, you focus on putting as much distance between that cave and yourself as possible. Gradually the cleric's shouts fade behind you. Still, you sprint on determinedly, only daring to stop and look back about half an hour later. You see no trace of your pursuers. Still, that humanoid, whatever it was... it will be hard to sleep easy now. Looking ahead, you see you are at the edge of an expansive grassland. Go to 315.

179

Cautiously, you edge forward towards the area where the plume of smoke is coming from. The brush around here is thick, and the going is hard. You try your best to advance quietly, but it is difficult. Still, you advance, hoping that if any creature lurks up there, it won't have heard you coming. Make a stealth check, DC 15. If successful, go to 451. If unsuccessful, go to 320.

180

You are quick enough to have the element of surprise. Make one surprise attack with advantage vs AC 14, take note of damage, and then progress to Assassin Combat Sheet.

181

The old man seems to be pretty sincere. You don't sense any ulterior motives. To reveal a few simple details about yourself (without discussing your mission, of course) turn to 466. To make up a story about why you are in the Dragonspines, go to 279. To go to the bar and inquire about renting a room for the night, turn to 217. To leave the tavern and look for a campsite, go to 561. To approach two old codgers at the bar and engage them in conversation, go to 487.

182

(Add 1 progress point)
The elderly wizard leads the way up the ascending path towards the summit of Dragoniden Pass. "Come on," he says. "It's not too far." You walk alongside him, realizing that you are approaching what is possibly the highest point of this part of the mountains. The air is crisp and cold, and looking southward you see the greener parts of the Dragonspines stretching back towards the Moonsea, which glints like a cold blue pearl in the hazy distance. You are in an area littered with bones, the skeletons of dragons! "This is the

handiwork of poachers," Brokalis says quietly. "This was done before I came here, some years ago. They slaughtered many wyrmlings for their blood, their scales, their bones." The old wizard looks down, sadness lining his face.



After a while, the wizard takes a breath and gives you a nod. "Let's keep going," he says, and leads the way further up the path. You trudge on upwards, a deep ravine to your left, a steep slope to your right.

After another half-hour of climbing, the wizard suddenly stops.

"Here we are," he announces, indicating a cave entrance that sits up the slope from the path. "It's a bit of a climb."

You look up and see that, more than that, it is nearly a vertical ascent. Brokalis chuckles to himself. "Not to worry, young 'un. You don't really have to climb it. I just wanted to see your reaction."

He mutters a few words and produces a feather from the folds of his robes, touching himself and you with it. Suddenly you feel yourself lifting off the ground, rising up towards the lofty cave entrance.

Brokalis sets you down just inside the entrance. Looking around, you see that you are standing in the mouth of a colossal cavern, big enough to accommodate the Grand Temple of Bane in Zhentil Keep twice over.

"This is the lair of my friend Ksirra," Brokalis says.

This comment makes you nervous.

"A... a dragon?" you ask.

"Of course a dragon," Brokalis says, laughing. "This lair, my friend, connects to your precious Zhentarim tunnels..." He

points a finger at a small, dark exit at the far end of the cave. "...that way. If you walk far enough that is."

"How far?" you ask, glancing nervously behind you, out of the cave entrance.

"Oh probably about a day's walk, give or take," Brokalis says, waving his hand eastwards. "Follow that passage, and after about two miles, and a bit of a drop, you'll come to a long abyss, a deep chasm that runs many hundreds of miles northwest, all the way to Vaasa. It connects to the Underdark. So, have your wits about you... you're likely to run across some foul beasts in her depths." Suddenly Brokalis seems to hear something and turns to look out the cave entrance. Ah! Here she comes!"

You turn to follow his gaze, and behold an incredible sight: a huge red dragon approaches, heavy wings beating the air and bearing up a massive body. Quickly you retreat to the back area of the cave to give the fearsome beast room to land.

Brokalis, on the other hand, goes and stands right in the entrance, and starts waving to the dragon!

"I'll just be going, then," you say, making your way towards the eastern entrance.

"What? Ah, yes, you be on your way, young'un! Go well!" You walk back towards the small aperture, and just as you are disappearing through it you see the massive red dragon known as Ksirra gently alighting just inside the cave entrance, and the wizard Brokalis Broadleaf reaching up to pet its enormous, smoking snout.

Turn to entry 309.

183

You manage to catch hold of a large branch as you fall, and even though it nearly rips your arms from their sockets, you hold on for dear life. To your amazement, the branch holds you up! Your heart pounding like a hammer on an anvil, you slowly shimmy your way to the main trunk of the cliff-

bound tree and then down to the narrow ledge on which it has taken root. As luck would have it, a system of vines descends the rest of the way down the cliff and it is a simple matter to descend using these. You glance up every now and then but can see no sign of your former captors, thank the gods.

Finally, you reach the bottom, your legs a bit shaky from your ordeal, and sit a while to gather yourself.

You have barely had time to collect your thoughts when a blade is deftly brought under your chin. Your breath catches in your throat.

A face comes near - that of a dark elf.

"Come with me, traveller," the drow says. Go to 284.

184

With dismay, you watch another player, a goateed old man, sweep up the 80 gp pot, as the other players throw down their cards in disgust. Several leave the table.

Deduct 20 gp from your inventory!

"Well done," you compliment him.

The old man chuckles. He touches his grey head. "I've had a bit more time to practice," he says. "But what I want to know," he goes on, "Is what brings you to these parts, stranger?"

You scan the man's body language, noting his tone of voice also, trying to get some indication of what his motivation would be in asking such a question. Is he Zhentarim? If you wish to tell this man something of yourself (but obviously not your mission) then proceed to 466.

If you would rather make up some story, then go to 279.

If you wish to make an insight check on him, the DC is 13.

If successful, go to 181.

If unsuccessful, go to 437.

185

"Ah! Our new guests join us!" Rassendyl shouts, seemingly overjoyed to see you.

"Come, add your weapon to the fray, friend, whether it be blade or spell! Tonight, we celebrate death in all its glory!"

(Find the map titled 'Final Battle Pt. 2)

Join the combat by making an initiative roll for yourself and Merinyon, if she is still alive. Then roll initiative for Rassendyl (d20+2) and for Urldyn (d20+3).

Place tokens as indicated on the map.

R=Rassendyl, U=Urldyn, M=Merinyon, PC=you.

NPC sheets for Merinyon and Urldyn are found in the Combat Sheet section. Urldyn started with 18 hp but has been wounded by Rassendyl and is now only at 12 hp. For ease of combat management, all of you will go on the same turn, and then Rassendyl on his turn.

If you won initiative, make your attack, then proceed to 535.

If Rassendyl won initiative, go straight to 535.

186

"Greetings traveller!" he exclaims in a merry tone. "Headed for the Citadel are we?"

Without waiting for a reply, he goes on, "I just came from there myself. Not that they knew it of course, ha! Used one of my potions, I did... wait.... you're not one of those damned Zhentarim are you?"

You assure the man that you are most certainly not Zhentarim and ask him what sort of potions he carries.

The man smiles. "Oh yes, all sorts of things I have here." From the side of the cart, the man retrieves a crowbar and jimmies the lids off one of the crates. "My cousin is a mage, you see, lives in the 'Spines, cooks up all sorts of things! But, I can do you a deal on healing potions, and the other thing I have here, which may come in handy if you're looking to get into the Citadel, is this..."



"Potion of Gaseous Form, they call it. It's what I use to get in, every time. Well since I was banned, anyway." You ask this shady dealer what he was banned for. He grins sheepishly. "Let's just say... I've done rather well, financially, out of the Citadel's soldiers. Well, what else are they going to spend their pay on? Dried bullock meat? Furs? There's not much else on offer. And in addition of potions, I do quite a nice line in... shall we say... alternative substances."

Are you interested in any of this merchant's wares? If so, you can inspect his full range by going to 156.

Otherwise, you bid him farewell and are on your way. Go to 350.

187

"Urldyn is my name, friend. I am part of an order known as the Jaezred Chaulssin. We are not like other drow, we do not worship Lolth... we seek to free the drow people from the slavery of the spider queen. And if our friend Selfaril is to be believed, it would seem our aims are aligned."

"Oh yes?" you ask, skeptical of this drow.

"How so?"

The drow eyes you for a moment. "We Jaezred Chaulssin suffer no persecution at the hands of anyone, including the Black Hand. You seek the Citadel, do you not? You go to

thwart Manshoon?" The drow pauses here, gauging your reaction. "The tyrant Manshoon has for many years drawn his long life from fonts of drow magic that are situated beneath the Citadel of the Raven. He has been robbing our people of their sacred treasures for many years, while also persecuting them in Zhentil Keep, harassing our kind in the tunnels and sewers beneath the city. And now, the Zhentarim seek control of the Citadel. If that happens, we will be chased from these tunnels also."

You consider Urldyn's passion-filled words. It is hard to imagine that this dark elf is deceiving you.

"Come," Urldyn says after a long pause.

"There are more of my kind who wish to meet you... and one human. The brother of Hawkhelm's assassin."

To go with Urldyn, go to 531.

If you want to insight check the drow, the DC is 14.

If successful, go to 219.

If unsuccessful, go to 105.

188

Your instincts tell you that that plume of smoke is not from any natural source; someone on the ridge ahead is sending a signal - but to whom? Looking down towards the homestead, it appears very quiet. Even the windows are shuttered.

Another puff of smoke rises ahead, and it suddenly dawns on you - this house is under siege!

But under siege from whom? And will you do something to help those within the homestead, if indeed they deserve help?

To approach the area where the smoke came from (with stealth), go to 73.

Or, you could climb over the ridge and head east to avoid this area completely. Turn to 22.

189

Moving quickly, you search the Zhentilar guards' clothes, but find nothing of note, save 35 silver pieces between them, their two suits of chain mail, weapons, and what looks like a guard roster written on a small piece of parchment. Surmising that these two are nothing but low-level lackeys, you hide their bodies in the storeroom behind some barrels, rather than leaving them lying openly in the passage. You wash away the worst of the blood with some stored drinking water that you fetch from a barrel.

If you wish, and you stand approximately 6' tall (give or take up to 6 inches), you could also take one of their uniforms. Combining items from both of them, you can assemble a Zhentilar livery that isn't too bloodstained. There is no point in this if you are shorter than 5'6" or taller than 6'" as the uniforms will not fit correctly.

Wasting no more time, you decide that you had better be moving on, and quickly.
Turn to 254.

190

You stay off the path and make your way back to the Citadel, taking care to not be seen by anyone passing by. The road, while not busy, is certainly not devoid of traffic.

Surveying the Citadel from some way off, you see that it will be difficult to gain access. The walls are not scalable, and even if they were, the battlements are manned constantly. Every culvert and opening is accounted for, except one: a small barred porthole halfway up the second southeastern guard tower. Do you possess a rope and grappling hook? If so, go to 409.

Or, do you have a Potion of Climbing? If so, go to 375.

You might also possess a Potion of Gaseous Form. Go to 159.

Finally, you might know the spells Invisibility or Pass Without Trace. Go to 227.

If you have none of these, go to 208.

191

(Add 1 progress point)

It takes you a full hour to get back to the red dragon's lair. When you near it, you slow your progress and carefully listen for signs that the dragon might still be in its lair.

Fortunately, when you peek out through the entrance into the cavern, you find that the cavern's enormous tenant is absent for now. Breathing a sigh of relief, you make your way to the front of the cavern and start down the hillside.

Turn to 419.

192

You awake in the middle of the night with a terrible itching sensation covering your entire body. Sitting up and kindling a light source (if you don't have darkvision) you strip off your tunic to discover, to your horror, that you are covered in ants! They have red bodies and appear to have been feasting on you! (Take 1d4-1 piercing damage).

Do you possess a hammock?

If so, go to 123.

If not, you will just have to try your best to get back to sleep, but it probably won't be a very peaceful night, unless you can think of some other solution (you can roleplay this yourself if you wish). Go to 25.

193

Grasping the drow warrior's hand, you clamber back up onto the floor of the passage.

"Why did you save me?" you ask immediately, checking yourself over, making sure all your belongings are in place. "I thought drow cared only for their own... and for pleasing Lolth, obviously."

At mention of the name of Lolth, this drow turns and spits on the floor. "Do not mention the name of the cursed spider goddess before me, traveler. Not all drow are created equal. Something you might want to consider when you hear my proposal."

"What proposal?"

The drow looks about reflexively. His eyes twinkle with a dark malice, but your instincts tell you this character might have something to offer you - otherwise he could have just stuck an arrow through your throat while concealed in the shadows!

"You have something to offer us, traveller, and we have something to offer you... myself and my allies."

"What is that?" you ask.

"A way into the Citadel. Help in your quest. What you will give us in return, is vengeance."

The drow's words are cloaked in intrigue, and he has definitely piqued your interest. You press him further, looking for more details, but he shakes his head.

"Come with me," he says. "This is best explained by my leader Merinyon. She knows the details of what we hope to achieve."

You are not usually one to immediately trust, but something tells you that this drow's words are sincere. You nod and bid him lead the way.

Go to 2.

194

If you possess any empty vials, you may harvest some of the snake's venom by making a successful survival check, DC 8.

Snake Venom

Inflicted through injury - takes an action to coat onto a weapon or projectile. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking (2d6) poison damage on a failed save, or half as much damage on a successful one.

After disposing of the carcass, you shake your head bemusedly and lie back down to sleep.

Turn to 296.

195

You stand, just in time to see a small boulder hurtling down the mountainside towards you!

Make a dex save, DC 10.

If successful, go to 241.

If unsuccessful, go to 41.

196

(Add 1 progress point)

Looking up, you see you have a bit of a climb ahead of you to reach the top of Dragoniden Pass. You put your head down and trudge forward, putting one foot in front of the other, ascending the dirt path towards the head of the valley.

You reach a point where large skeletons litter the mountainside, and you recognize the shapes of dragons. This appears to be a dragon graveyard of some kind, or else the

work of poachers. Most of the skeletons are wyrmling-sized. Further up the path, your attention is drawn to a large cave mouth which sits up the slope from the path on the mountainside.
(cont. over)



To make your way up the steep slope to investigate this cave, go to 54.
To continue on the path through Dragoniden Pass, go to 328.

197

You feel something pierce you in your side, and cry out in agony.
Take 1d6+1 piercing damage.
Looking down, you see an arrow - fletched with black feathers - sticking out of your side. Yanking it out with a grunt, you scan the surrounding countryside. It must have come from the high ridge to the east!
To try and run to the far end of the valley, go to 413.
To seek shelter in or behind the farmhouse, go to 135.

198

You move quickly forward and duck behind the outcropping, pressing your back to the wall. The voices become louder, and as you watch quietly, you see two well-built troglodytes pass, totally oblivious to your presence. You put your hand up to block your nose, the reek is so repugnant. Their backs are to you now, and the element of surprise is yours. Will you attack, or stay where you are, waiting for the troglodytes to move away?
To let the troglodytes pass unharmed, go to 355.
To attack the troglodytes from behind, go to 453.

199

Quickly you move inside the storeroom and shut the door, then remember that there is a portal to the Jaezred Chaulssin tunnels at the back of this room!
Quickly you intone the mantra and make your way through.
Go to entry 318. You will not be able to return to the Zhentarim tunnels while you are within this area.

200

Somehow your aimless attack finds its mark, and a strange creature appears before you... The creature is a smooth-skinned humanoid, about five feet tall, androgynous and devoid of hair.

You have seen it before, you know it. The creature looks you directly in the eye and then smiles; but it is a smile devoid of mirth, a killer's smile.

With a loud battle cry, you advance on it, ready to attack, but it suddenly blinks out of view, vanishing completely.

Bewildered, you look this way and that but can find no trace of the thing. Not even a trail of any description... as if it wasn't even there.

You stay on guard, your nerves jangling... it seems you do not journey alone after all! Keep the codeword Memento on your Character Sheet and turn to entry 523.

201

"Ah!" the old man exclaims as you produce the honey. "Wild honey from the Dragonspines, my absolute favourite!" Greedily he snatches the leaf full of honey from you and, leaning on his crutch, begins to devour it with all the table manners of a warthog. "Mmm...mmmm," he mumbles, licking the leaf clean and then throwing it to the side. "Excellent."

You are just about to chide the old hobo for his terrible manners when something strange starts to happen!

Turn to 308.

202

You search around the walls but see only the rock walls of a cavern. There does not appear to be anything out of the ordinary here. To inspect the subterranean plant life, go to 297.

If you have the codeword *redfields*, go to 396.

203

As you approach, the dog turns and regards you. It appears to be guarding the dead body.

Make an animal handling check, DC 12.

If successful, go to 174.

If unsuccessful, go to 251.

204

You awake with a horrible start as a bladed weapon punctures the pillow just inches from your head, sending a puff of white feathers up into the air. With blinding speed you roll out of bed and grab your weapon, immediately arming yourself for combat. Standing, you face your attacker, a human who moves forwards out of the shadows, wordless. He brandishes his blade and once more comes at you!

Go to Assassin Combat Sheet

205

If you rolled 1-6, go to 202.

If you rolled 7-12, go to 346.

If you rolled 13 or above, go to 177.

206

The rider appears to consider this response for a moment or two. "Hmm, well, considering the Vast is about 300 miles southeast of here, I'd say you're full of it. Who are you, really? A spy, I'll wager!" Suddenly, before you know it, both he and his companion have their weapons out, and what looked to be a casual exchange has now turned into something far more serious!

Go to Zhentarim Fighters Combat Sheet.

207

You trudge on, ignoring the dwarf's warning. You know better than to simply trust the word of a stranger!

Turn to 528.

208

As you stand there, surveying the Citadel and its impenetrable guard patrol, it dawns on you that the only way you will get through is if you disguise yourself somehow to look like a traveller or peasant, perhaps looking to sell your wares. By chance, you find an apple tree nearby and you pick a good amount, bundling them in a cloth. Removing your armour (if you have any), you bundle your possessions up in your pack. (Any weapons not possessing the *light* quality, and any heavy armour will have to be left behind).

You smear a little dirt on your face and adopt a walk that makes you look a little less able than you really are, and then begin approaching the gate. You cannot escape the feeling that, if this attempt fails, then your quest will be at an end.

The guards eye you warily. "Afternoon," he says. "What's your story then?"

"Here to sell me apples," you say, showing him the bundle. "I've travelled fifteen miles to get 'ere, sir, have mercy on a poor farmer."

Choose between a performance and a deception roll, DC 12. (If you possess and are proficient with a disguise kit, do this with advantage).

If successful, go to 15.

If unsuccessful, go to 517.

209

You are not sure what the runes themselves say, but you have seen markings like this before. They belong to an extinct race of giants who once roamed this part of Faerun, but who were eventually conquered and destroyed by dwarves. They were said to be immensely wealthy.

To try and open the door, go to 352.

To check for traps, go to 55.

To leave this location, return to 108 and make another choice.

210

You tell Sir Steval of the Jaezred Chaulssin, and how Hawkhelm was lured into the tunnels below the Citadel and assassinated there by Rassendyl Oumdolfin.

Sir Steval says not a word as you relate this story. When you are finished, he looks away and is silent for some time.

"I knew it," he breathes. "Or at least I suspected that Rassendyl was the true culprit."

From his pocket, Sir Steval produces a key and unlocks the door to your cell. "I lifted this from the jailer's post. I must get you to somewhere you can stay for the night."

"Shouldn't we act now?" you ask. "Confront Rassendyl with his crimes, throw him in prison?"

"No!" Sir Steval hisses. "He is at the Grand Dinner, surrounded by his fellow Zhentarim and Zhentilar. Too many allies. Tomorrow we will make our move... we will catch him when he is alone."

Collecting your belongings from the jailer's post as you make your way through the halls of the great keep, Sir Steval leads you to a small, sparsely furnished room. In here are a bed and a small table.

"Rest here," he says. "In the morning I will return, and we will come up with a plan."

"We will have help," you say, and show Sir Steval the sending stone given to you by the Jaezred Chaulssin. He eyes it warily and expresses his concern, but you convince him.

"Trust me," you tell the knight. "The Jaezred Chaulssin want this coup stopped as much as you do."

Sir Steval takes your word reluctantly and recommends you get some rest. "Lock this door from the inside," he tells you as he leaves. "We can't take any chances."

You thank Sir Steval for his hospitality, lock the door behind him, and settle down for the night. Before you go to bed, you hold the sending stone, and send a thought through. "Tomorrow," you say, unsure if anyone is listening. "We take Rassendyl tomorrow."

No reply comes, and you hope that Merinyon has heard you.

You cannot wait for a reply; the day's travails have taken their toll on you, and you are soon fast asleep in the small, but comfortable bed.

Go to 233.

211

The man eyes you warily. "Hmm. I'm not sure I believe this story. If you are here to help uncover Hawkhelm's killer, you should let me know now. I need all the help I can get. I am adrift in a sea of enemies here."

How will you respond?

"Tell me your name, sir, and I will tell you who I am." Go to 490.

Or you can make an insight check, DC 15.

If successful, go to 220.

If unsuccessful, go to 322.

212

You continue north through what is left of the narrow ravine. The towering walls either side of you still leave you in awe, and you are relieved when you see the end of the narrow ravine and the daylight spilling through it. The sun appears to have come out, if only briefly, and when you emerge from the mountainous passageway you feel the rays warming your tired bones.

(cont. over)

Then, something catches your eye. Motion, coming from the north. Quickly you hide, positioning yourself behind a nearby rockfall. *(Add 1 progress point)*

You stay where you are for some time, watching the comings and goings. Groups of soldiers, some escorting carts, all seem to be heading east, then veering south to pass the sundered mountain on the eastern side. The procession lasts several hours, and it looks as if they are approaching from a trail that lies to the west.

You do not see any insignia, which immediately sets alarm bells ringing in your head. Zhentarim? Possibly.

It is several hours before the stream of traffic subsides, and getting into late afternoon.

You consider which way you should go... follow the trail of the unmarked soldiers heading south-east (which seems to be the opposite direction to the Citadel), or, continue the trek north on the clearly marked trail.

To continue north, turn to 61.

To head southeast, go to 17.

213

Somehow you drop to the ground and roll out, not knowing what or who it was that attacked you, but you reflexively lash out with an attack, hoping to hit something... anything!

Make an attack at disadvantage.

If your attack roll equals or exceeds 15, go to 200.

If it is lower, go to 245.

214

You pick up the pace, walking much faster than you think a one-legged old man would be able to manage, but to your amazement he easily keeps up, deftly swinging his crutch so that he stays level with you, no matter how fast you walk.

"What brings you out here then?" he whines. "Fate of the Moonsea, is it? Saving the realm from destruction, something along those lines? Come on, you can tell an old coot like

me! I'm harmless, look at me! Come on young whippersnapper, what brings you up here, eehhhhh?"

The old man's whining voice and incessant questions are beginning to drive you insane! And how does he know so much?

As you walk, you notice that the track begins skirting the side of a slope, and to your left is a deep ravine, dropping down several hundred feet.

To insist that you don't know what he is talking about and that you are simply passing through, go to 317.

To ask what he means by "Fate of the Moonsea," go to 558.

215

You feel a horrid, sickening feeling course through your body, sapping your very life force!

You've been hit by an inflict wounds attack. Take 3d10 necrotic damage.

Shannah then seems to move at blinding pace once more and turns her attention towards Merinyon. Whirling her blade at the rogue, she attempts to run the drow through. (Shannah is using her War Priest feat for the second, and final time).

Roll a d20+5 for this longsword attack on Merinyon (AC 15). If it hits, Merinyon takes 1d8+5 damage. Then, proceed to 579.

216

You wake in the dead of night with your jaw clenched. Something doesn't feel right, but your instincts are honed enough to not move, to not give away that you have suddenly come to full consciousness.

You are aware of a presence within the room; you can hear breathing, not your own. You are also aware of your weapon, within arm's reach, where you left it...

You keep your eyes semi-closed, and your breathing deep, even though your heart is hammering in your chest. Zhentarim assassin? That seems the most likely scenario.

Will you roll out of bed, grab your weapon and immediately engage whoever watches you sleep?

Go to 407.

Or, will you wait until the mysterious figure comes near, and try to hit them with a surprise attack? Go to 520.

217

You move to the bar and get the attention of the man who appears to be the proprietor; a slovenly looking middle-aged bartender wearing a baggy shirt, which looks like it might have been a pleasant shade of beige at one point, but is now so soiled that it looks like a rag that was used to mop up after an orc barfight.

"Whatchu want, young'un?" he asks.

You reply that you would like to inquire about a room, to which he replies, "Hngh. They're upstairs. 3 gold a night and you're to be gone by mid-morn tomorrow."

If this sounds agreeable, pay the gold and then you may go up to your room, as it is getting quite late. Go to 401.

Or, if this sounds a bit steep, you could find somewhere in the Dragonspines to camp. Go to 561.

218

Once inside, you gingerly press the door closed and notice the air go completely silent, the noise of the outside world blocked out entirely. Birdsong and the sound of wind are gone, and you stand in a short passageway with a low earthen roof that curves overhead. The stonework is tidy and an earthen floor looks recently used, if scattered with a bit of debris here and there. Investigating, you find a kitchen on the ground floor and what looks like a storeroom, although the few sacks of grain there are spoiled and full of rat droppings.

There is a stairway that spirals up the tower, and you slowly ascend, your ears alert to any suspicious noise.

Reaching a landing near the top of the tower, you see light seeping through cracked stone walls from outside, and you hear the wind whistling through these tight openings. The sound is eerie and makes you feel uneasy, but you press on with your investigation, eager to see if there is anything of value.

There is a door that stands slightly ajar to the east of the landing, and another door that is permanently shut, its edges plastered over, as if someone wanted to put that room permanently out of use. In the centre of the landing, a sturdy wooden ladder ascends to a tiny room overhead that looks like it might be a belfry.

What do you want to do?

To make your way into the room with the slightly ajar door, go to 4.

To check out the tiny room above, go to 482.

To investigate the plastered-over door, go to 165.

219

Although his outward appearance is fierce and warrior-like, this drow appears sincere, and there is passion in his voice whenever he mentions his order and their aims. You have no reason to doubt him.

Deciding that you need all the help you can get in your quest, you go with Urdyn. Go to 531.

220

Your encounters with Zhentarim and others during this quest have honed your instincts in detecting liars and deceivers. And this man is anything but. You can tell by his eyes, his body language, everything about him – he is sincere.

"I was sent here to find Sir Steval Skurynd," you tell him. "Can you help me?"

Turn to 142.

221

There is a narrow deck around the outside of this cabin and you make your way around, looking for any clues as to what might be inside. Out the back of the cabin you find several barrels containing water, but apart from that nothing of interest catches your eye.

The door appears to be the only way inside. To knock on the front door, go to 247. To descend the ladder and continue north, go to 349.

222

The shelves are lined with items and materials of all descriptions, animal, vegetable and mineral.

"What is it that you do?" you ask. "What do you need all these things for?"

Make a perception check, DC 14.

If successful, go to 5.

If unsuccessful, go to 340.

223

"In you go!" the burly soldier shouts as he shoves you rudely inside the stone jail cell. "And there shall you stay, my friend! Until Lord Fzoul decides what should be done with you. He gets here in a week, so you've got plenty of time to contemplate your fate! Heh heh..." The jailer chuckles as he walks off, accompanied by the other members of the patrol which found you snooping around the Citadel compound,

All your belongings have been confiscated, apart from any rings you might be wearing. You curse yourself for your carelessness in being caught, but soon realize there is little point in such thoughts, and start looking for a way to escape this little cell.

(Add 2 progress points)

Night soon comes, and you are left to ponder your thoughts in darkness.

From elsewhere in the main keep, you can hear the sounds of music and merriment.

Even now, whoever killed Galauntar Hawkhelm could be carrying out the next

stage of their plan for domination of the Citadel. You have to get out of here! Every minute you spend in this cell brings your mission closer to failure.

At some time during the night, you drift off to sleep, tired from the day's travel and travails.

You are woken later by a terse whisper.

"Hey! You alive? Wake up, stranger!"

Your eyes flicker open and you move to the bars. The man who stands there has a strange glint in his eye.

"Who are you, stranger?" he asks. "What are you doing here in the Citadel?"

How do you respond to this midnight visitor?

"I'm just a traveller, I don't know why I was put in here!" Go to 211.

"I was sent here to find Sir Steval Skurynd." Go to 142.

If you wish to make an insight check, the DC is 15.

If successful, go to 220.

If unsuccessful, go to 322.

224

Your loose another ranged attack at the prone undead monks. Lying as they are in a pile, they make an easy target, and they look back at you, scowling, and realizing that perhaps you are not easy prey, they get up as quickly as they can manage, and shamble their way back into the room whence they emerged, pulling the door behind them with a loud slamming noise!

You have had enough of this tower, you decide, and make your way down from the belfry and down the stairs. Besides, time is wasting and you have a mission to attend to! Outside the tower, you stare back at the building and wonder what its story might have been. Sighing, you descend the hill, cross back over the moat and are soon back on the northern path.

Turn to 315.

225

(Add 1 progress point – unless returning here)

Ahead you see that the main path into the Dragonspines enters a small forest which covers a range of low hills. Behind you, deep valleys wind their way back to the Moonsea region. You have arrived at the high country of the Dragonspines, and you press on, entering the small wood that covers this section of the foothills.

Are you a beastmaster ranger? If so, turn to entry 33.

As you enter this wood, the thick canopy blocks out much of the natural light. You walk forward into the dappled green gloom, watching the path ahead for any movement. It is early afternoon when you finally arrive at a crossroads, the first junction you have encountered since entering the 'Spines.

To continue north, go to 326.

To go east, turn to 114.

To take the west path, turn to 552.

226

You move off the path and through the trees, following the noise of gushing water.

After a short while, you emerge at the edge of a gully, at the bottom of which a whitewater torrent rages.

Looking right, you see a high waterfall, a wall of shimmering white, which catches the sunlight as it plummets to the river below. To investigate the waterfall more closely, go to 77.

Or, you could return to the main forest path by going to 403.

227

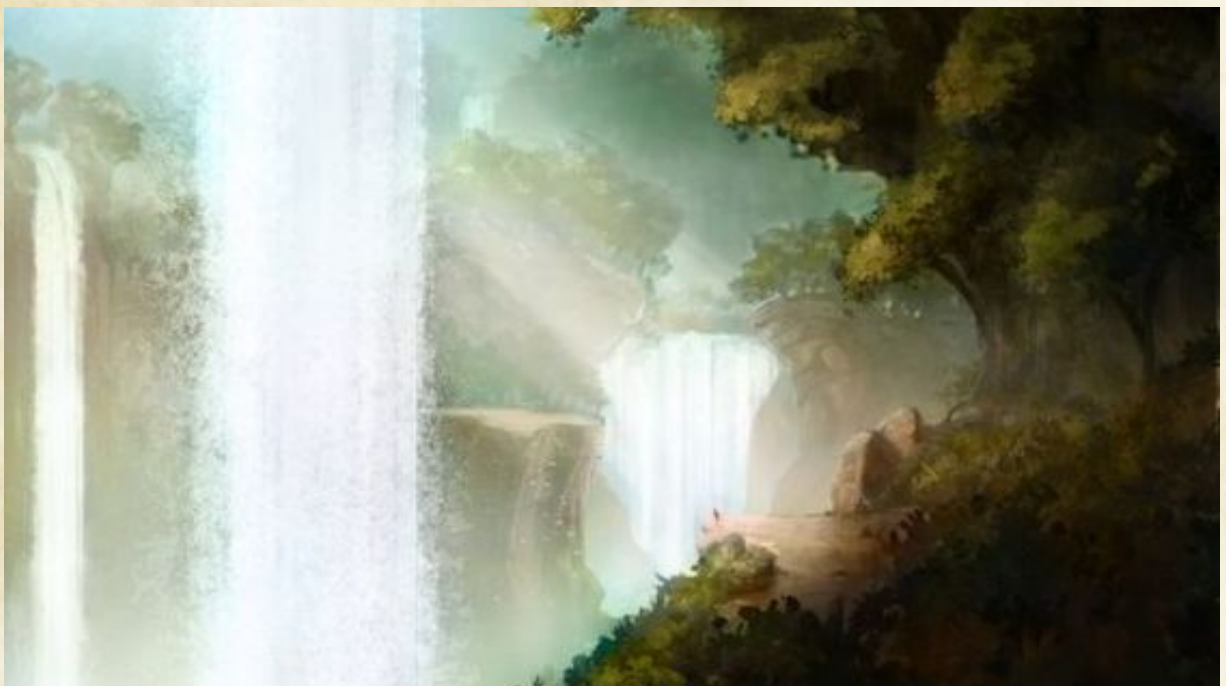
Making your way to the wall, you down the potion and become invisible. In this form, you effortlessly pass the guards and make your way within the Citadel compound. Turn to the map titled *Citadel of the Raven: South Compound*.

You stand in a bustling market, ringed with tents. Civilians and soldiers move here and there, inspecting the wares on display.

Directly beyond the market, a hulking stone keep sits, the banners of all the Moonsea cities flying over her battlements.

To your northwest, past the market, a large temple is visible, and to the northeast is a long building which looks like it could be a barracks.

Turn to entry 60.



228

Hefting the huge bell off its frame, you carry it across to where the ladder descends from the belfry to the landing. With a quick glance down at the ascending undead, who have almost reached the top, you drop the heavy iron bell directly on top of them. They croak with alarm as the bell collects them, wiping them clean off the ladder and leaving them at the foot of the ladder in a broken mess. A few of them move limply, but quickly you jump down from the belfry and finish them off as they lay there. Remembering your mission, you decide you cannot waste any more time here and you descend the tower, making your way quickly to the bottom of the stairs and out the front door, closing it firmly shut behind you. Outside the tower, you stare back at the building and wonder what its story might have been. Sighing, you descend the hill, cross back over the moat and are soon back on the northern path.
Turn to 315.

229

Moving up to the reinforced door, you grab the handle on the iron panel and slide it to the right. It reveals bars and a room beyond. The room is dark, but you see rocks, a small pool of water... it's as if you're looking into a rough cavern. It appears uninhabited. Then, you see movement at the back of the room. You can't be sure, but an area of what you were looking at just shimmered slightly. Unfortunately, due to the limited view you have into the room, there is nothing more you can tell about what you have seen. To enter the room, go to 119.
To move on up the passage, go to 153.

230

You search the cave mouth thoroughly, looking for anything out of the ordinary, but find nothing suspicious. Carefully you make your way inside.
Turn to 529.

231

You hear the troglodytes stop, and grunt with alarm, sniffing the air. Then you hear them running, their footsteps getting louder! You've been discovered! The troglodyte's keen sense of smell is hard to hide from, and now you must do combat with pungent predators!
Go to Troglodyte Combat Sheet, using the location in the middle of the chasm.

232

Something feels wrong about this tower. You shake your head, reminding yourself of the mission entrusted to you by the Knights of Myth Drannor, and descend the hill, swimming back across to the far side of the moat. Perhaps on the return journey, you tell yourself... But for now, Huon Falconhand must be avenged, and the Zhentarim stopped! You rejoin the path, and, with one final look at the tower, set off north once more.
Turn to 315.

233

(Restore all hp, spell slots and feats from your long rest).

You awake the next morning feeling refreshed, and eager to talk to Sir Steval once more.

Picking up the sending stone, you send through the thought, "Today." Gathering your thoughts as you wake up, you continue. "I met Sir Steval Skurynd yesterday. I told him of you. He also suspected Rassendyl Oumldolfin. Our plan is to confront him when he—"

Your telepathic conversation is interrupted by a violent seismic jolt which rattles the very walls surrounding you!

Shocked to the core, you are on your feet in seconds and gathering your belongings.

Quickly you open the door to your room and emerge into the corridor in time to see Sir Steval running up the corridor towards you. "It's coming from beneath the Citadel!" he yells. "Come, quickly!" Sir Steval runs ahead,

through the wide stone corridors of the Citadel's main keep, with you hot on his heels.

Grasping the stone in your hand, you send one simple, urgent thought.

"Now! Come now!"

Go to 524.

234

A hill giant would do a better job of hiding themselves in this bush! As the riders pass, a fly lands on your face and you reflexively shoo it away, which catches the eye of one of them.

"Oil!" he shouts. "You, what are you doing hiding in there? Sneaky little sod, show yourself immediately!" The jig is up and you emerge from the bush. As you do, the thought occurs to you that you could act a bit of a simple idiot here, which might get you off the hook... "Ah, yes, sorry sirs, I was just, er, hunting for bog-weevils, don't you know, they're highly prized by the Emperor of Gonaddus, who I'm actually on my way to see right now! Have you heard of him?"

Make a deception roll, DC 15.

If successful, go to 516.

If unsuccessful, go to 359.

235

You leave the track and give the patrol a wide berth, fighting your way through a mix of dense undergrowth and difficult, rocky terrain.

Make a survival check, DC 10. If successful, add 1 progress point. If unsuccessful, add 2 progress points.

You reason that you should take either the north or the north-east path, as the others would seem to lead away from the Citadel rather than towards it.

To rejoin the north path, go to 259.

To rejoin the northeast path, go to 173.

236: Barracks

(Add 1 progress point)

You are inside the barracks of the Citadel of the Raven. Here, soldiers from many

different cities are housed. The Citadel's army consists of a mixture of troops from all over the Moonsea region.

Inside the officer's mess, you notice a youngish soldier who wears the colours of the city of Phlan. He catches your eye and gives you a friendly nod. To engage him in conversation, go to 486.

Make a d100 roll. If it is 60 or above, you find Sir Stevall! Turn immediately to entry 8. Otherwise, continue reading.

Roll a d100, adding 20 points if you are wearing the livery of a Zhentilar soldier. Add another 10 points if Brun is with you.

If your roll is 40 or below, you have attracted some unwanted attention from a Zhentilar patrol and must somehow throw off any suspicion they may have at your presence. Choose from a deception, persuasion or stealth check, DC 14.

If successful, you are left alone; you may move to another location.

If unsuccessful, your snooping about has landed you in the Citadel's jail! Go to 223.

237

Taking a deep breath, you let the quill and parchment fall and lean forward, pushing yourself out from the cliff edge as you leave it.

You are falling, and the night air is rushing past your face...

Go to 348.



238

You back up the passage and prepare to run and jump over the trap which spans the passage.

(If you have a Potion of Flying, you could use this now. If you do, take the following as an automatic success).

If you possess Boots of Striding and Springing, you may add 10 to the following check,

Make an athletics check, DC 15.

If successful, go to 268.

If unsuccessful, go to 30.

239

Take an inspiration point for your bravery! Your instinct tells you that you will somehow be safe if you make this jump, and so you courageously hurl yourself down the black abyss! You fall for several seconds, and then feel yourself hitting water and going deep. It's cold, and you fight your way back to the surface.

Go to 132.

240

"Eh?" you say, feigning sleepiness. "I was just having a little sleep back there. Are we there, Bert?"

Bert, playing along with the ruse, replies, "Yes, we've arrived young 'un. Sorry, I should have mentioned my friend was asleep back there!"

The guard eyes you warily, and then gives a reluctant nod. "All right then," he says.

"Just be a bit more careful, all right Bert?"

"I will, sir, I will," Bert assures the guard.

The soldier nods. "Right then," he says. "In you go."

With a wave of the soldier's hand, the huge gates swing smoothly open, controlled from the watchtowers above, and a huge yard is revealed beyond.

Bert guides his oxen through the gates and into the middle of a bustling market, ringed with tents. Civilians and soldiers move here and there, inspecting the wares on display.

Directly beyond the market, a huge stone keep sits, the banners of all the Moonsea cities flying over her battlements.

To your northwest, past the market, a large temple is visible, and to the northeast is a long building which looks like it could be a barracks.

You thank Bert for the ride and bid him farewell... he has produce to offload!

Your thoughts turn to the man that Huon Falconhand told you to locate on reaching the Citadel.

Once you are inside, you must find a knight called Sir Steval Skurynd, a Purple Dragon Knight, and tell him exactly what we have told you.

Looking around, you wonder where the best place to find Sir Steval might be!
Go to 60.

241

You throw yourself out of the way just in time - the tumbling projectile flies past, barely missing you.

Shaking your head at your foolhardiness, you return to your bedroll and settle back down to sleep.

Turn to 18.

242

You don't know why this water reinvigorated you so profoundly... but you are all the happier for it.

Shouldering your backpack once more, you start up the hill towards the tower that stands on its summit.

Turn to 530.

243

(Take note of any damage inflicted on the first undead).

You wound the undead monk, but they keep coming... and now the first monk has reached the top of the ladder!

Go to Undead Banite Monk Combat Sheet.

244

(Add 1 progress point)

You walk north, and the passage begins to slope downwards, descending into the dark, silent rock. Fungal growths start appearing on the wall, adding their own glow to the stone's phosphorescence, and the passage grows wet. The roughness of these passages stands in stark contrast to the Zhentarim tunnels, almost as if Torog himself blasted his way through here, ripping holes in the very earth itself.

You feel something strange, a vibration of sorts, and your attention is drawn to the sending stone gifted to you earlier. Taking it out, it feels warm in your palm and you hear a familiar voice - that of Merinyon Zauret. "You are nearing a dangerous place, traveller. I can only use the stones to communicate with you once a day, but you are approaching passageways that pass by a lair of lurking stranglers. Stay well away from them, their eye rays are deadly! Once touched by them it will be difficult for you to survive, especially if you are paralyzed. The strangler will choke the life out of you in moments. Stay hidden, in the shadows, and move through this area quickly. Once you have reached the chasm, you will be largely beyond danger. I will talk to you tomorrow." You reply with thanks, and Merinyon's voice bids you good luck. You wonder why she or Urdyn did not accompany you through this section, but you soon discern the answer: they are saving their approach to the Citadel for when you are in position, and there is no point in risking an early detection. Slowing your progress slightly, you begin to move as stealthily as you can, wondering when you will chance upon this so-called lair. After an hour or so, you notice the air changes somewhat... becomes stuffier, and tinged with the foul stench of death. The phosphorescence seems slightly dimmer here, as if struggling to cut through the darkness, and all your senses are heightened.

You enter a large cavern, and immediately detect movement over to the side, about fifty feet away. With the forewarning from Merinyon, and with a bit of luck, you may just be able to traverse this cavern undetected.

Make a stealth check with advantage, DC 13. If you are successful, go to 316. If unsuccessful, go to 569.

245

Your attack hits nothing but air, and you grunt with a mixture of frustration and panic, expecting an attack on you to come from any direction. You turn this way and that, trying to keep a watch on all sides. You feel the tiniest of sensations, like a mosquito's sting, on the back of your neck. Darkness falls.... Turn to entry 39.

246

Quickly you make a fire and drop it down on the pile of undead below. Their tattered, loose robes ignite immediately and soon the undead are aflame and writhing about... but strangely silent, which you find somewhat unsettling.

The tower floors are made of wood, however, and the fire soon catches on the timbers around them!

Wasting no more time, you drop down to the landing, flee down the staircase, and then out the front door, closing it firmly shut behind you!

Taking a moment to gather your breath, you stand, watching the tower... smoke begins to pour out the windows, and you hear crackling coming from inside, the sound of timbers popping and beams collapsing. Sounds like the floor has fallen through! You'd best be on your way before that fire attracts too much attention!

Making your way down the hill, you quickly get across the moat and are soon back on the northern path.

Turn to 315.

247

You rap sharply on the door, three times, and wait.

There is a little window nearby and you fancy you see a face appear at it, out of the corner of your eye, just for a moment. You hear movement coming from inside, and a little while later you see the handle of the door begin to turn. It opens a crack, and the face of a young female human appears. "You must get inside, quickly! Before it sees you!" "Before what sees me?" you ask.

"The beast!" she says, a note of panic in her voice. "The man-wolf! Quickly, inside, inside!"

This young woman is clearly panicked, and looks quite disheveled, as if she has been shut in here for some days.

To enter the cabin, go to 117.

To reassure her, go to 395.

Or, you could make an insight check, DC 14.

If successful, go to 138.

If unsuccessful, go to 280.

248

You feel something hard hit your forehead, and then feel a whooshing sensation, as if you are being sucked into a void.

You awake back at the junction where you started, and feel as if your brain has been cleft in two with an axe! Take 1d6 psychic damage, and then return to Entry 108 and choose another option.

249

As quietly as you can, you intone the spell to unlock the door. From within the wood of the door, it seems, a knock resounds and you hear the lock click as it releases.

If you are checking for traps, go to 53.

If you are just progressing inside, go to 380.

250

"Who are you, in truth?" the creature asks.

It does not appear hostile.

"A traveller," you reply, thinking it not best to divulge anything just yet. "An adventurer."

The creature eyes you warily. "Hm. A cryptic answer, no doubt. Well, you'll find little down here of any worth, my friend. If its gold and riches you seek, you'd be better off trying other tunnels. Or, descending deeper, to the realm of my people... not that you'd survive long there!" The creature chuckles to itself at this comment.

"And what people would that be?" you ask.

"Who do you belong to?"

The creature scowls darkly at you. "The svirfneblin, of course! The deep gnomes, famed miners, and enemies of the drow! Kuthrix Blooddelver is my name, friend, and I have the reputation to match!" With an elaborate flourish, Kuthrix draws a kris dagger and jumps up onto a rock, brandishing it with an evil grin.

You suppress a smile, thinking that this diminutive fellow is probably a lot more dangerous than he looks, if a little given to melodrama.

"And how did you get in here?" you ask.

Kuthrix recounts his tale for you, telling you that he is the leader of his tribe of gnomes and that he has valuable information about the tunnels and the Zhentarim. He loathes the Zhentarim and wants them gone from these tunnels, and so he has allowed himself to be captured and imprisoned in order to 'gather information.' Kuthrix tells you he can call his footsoldiers to extract him at any time. You're unsure whether this svirfneblin speaks the truth or is deluded by his own ego.

You do not mention anything about the Jazred Chaulssin and your mission, and the gnome doesn't pry - he is far too obsessed with his own affairs to care about yours.

"Is there anything I can do to help this mission of yours?" you ask Kuthrix, in an effort to extract some useful information.

The svirfneblin glances around, as if checking for Zhentarim eavesdroppers, then relates the following.

"North of here are Zhentilar barracks, officer's rooms first, and then north of that are larger barracks used by garrison soldiers.

Soon, they will be full. Three garrisons of Zhentilar will be coming through here within a week, on their way to the Citadel of the Raven... to instigate a coup, I believe."

So he does know about the Citadel, you think.

"Is that right?" you say incredulously.

Kuthrix nods. "I have something for you."

The svirfneblin takes a vial from one of his pockets and hands it out to you. You hold it up before your face. Inside are insects, mites of some kind.

"Muck weevils," Kuthrix says. "When you reach the officers' barracks, you will find food stores. These are the supplies that the garrisons will use while they wait for the coup to start. Release these weevils into the supplies. They will spoil the grains and the meat." Kuthrix smiles evilly. "It won't stop them, but it will slow them down. An unfed army is weaker. Easier to defeat. And my people are planning on doing just that."

For a moment you consider telling Kuthrix of the Jazred Chaulssin - the possibility of

forming an alliance, perhaps. But no, you cannot risk detection. And svirfneblin and drow becoming allies? Impossible.

Kuthrix tells you to lock the door on your way out - he wants to remain imprisoned!

You bid the strange little gnome farewell and shut the door, locking it behind you.

To head north towards the barracks Kuthrix told you of, go 153.

To return back through the magic drow portal, go to 27.

251

As you come near the mastiff, it begins to growl threateningly. This loyal pet is not letting you anywhere near its former master! Will you do away with the mutt so you can inspect the body? If so, go to 31.

If you would rather leave and continue your journey, go to 162.

252

This chest appears locked, but when you approach it, you are surprised to hear a voice



coming from within.

"Who's out there?" it cries. "Can you let me out? I've been trapped in here for ages! Let me out, please!!!"

To open the lid, go to 258.

If you don't trust this voice, you could check the smaller chest by going to 457.

If you would rather leave and continue north, go to 212.

253

"You seek to uncover what has transpired in the Citadel, do you not?" Merinyon begins. "Then there are things you must know before you reach it."

"What things?" you ask, meeting her gaze squarely. "What do you know?"

The drow turns and indicates the human with a wave of her arm. "This warrior is Selfaril Oumdolfin of Mulmaster. A man of questionable morals, no doubt, but an honest one nonetheless. His twin brother, however... not so much."

The old warrior steps forward, hand on the hilt of his sword. "We have need of an infiltrator, young one..." he says, without offering any sort of greeting. You get the impression he is used to being obeyed. "You were sent here by Huon Falconhand, yes?"

Without waiting for your reply, he continues. "Falconhand and I have never seen eye to eye, but we - my associates and I - can help you to carry out your quest."

"Go on," you say.

Selfaril pauses for a long time, then turns and begins pacing, walking the length of the room. "My twin brother Rassendyl, a captain within the Citadel, is Galauntar Hawkhelm's true killer. He was given the task of assassinating Hawkhelm by Manshoon himself. In return, Manshoon promised to make him High Blade of Mulmaster, a title which belongs to me. Rassendyl lured Hawkhelm away from the Citadel, down into the tunnels beneath the Citadel. There, he ambushed and killed Hawkhelm. And now,

he plans a coup to take the Citadel. He must be stopped."

"And why are the drow involved?" you ask.

"What quarrel do they have with the Zhentarim?"

Merinyon spits on the ground. "For many years, Manshoon has exploited magical drow fonts, which lie beneath the Citadel, to extend his life. If Zhentarim gain control of the Citadel, then we will lose access to that site, which is holy to us. And so, Rassendyl's coup cannot be allowed to go ahead."

You nod slowly.

"There is no way that I can enter the Citadel," Selfaril goes on, "either by stealth or openly. Rassendyl will sense my presence. Despite the fact that we despise each other, we are forever connected through our birth, and each of us can sense when the other is near. And these drow are too used to living underground. But you, you have been sent here on this quest, and you are accustomed to moving about in the spaces above the earth. You are the key to stopping Rassendyl's coup."

Selfaril then takes something from a pouch and hands it to you.

"This is a sending stone," he says. "An especially powerful one, which will allow you to communicate with us, even if we are a mile or so away. We will shadow you, almost to the Citadel, and wait there. Then, you must alert us when you are about to face Rassendyl, and we will come to your aid. There is no way you will be able to defeat him alone - he is much too powerful for that. And he possesses a powerful Sun Blade also, so any drow facing him would find the fight very hard, even more so if they were to face him alone."

"Journey the rest of the way to the Citadel alone. Merinyon here will give you an incantation which will open the drow magic portals you will encounter along the way. They will give you alternate routes to the Citadel and allow you to evade Zhentarim detection. But beware - there are other

dangers in the drow tunnels... escapees from the Shallows... so be on your guard. You accept the sending stone from Selfaril Oumdolfin (add to your inventory) and then Merinyon Zauzet approaches you once more. “*Vhaeraun vuletri* is the incantation you must remember,” she says. “Our entrances are usually near areas that the Zhentarim use. There are multiple barracks and dungeons to the north, that they keep for various purposes. You will be much better off simply avoiding these and using our tunnels. But as Selfaril has said, the drow tunnels are not without danger either.”

You nod, and repeat the incantation to yourself several times, memorising it (take note of it on your character sheet). “There are other creatures within these tunnels as well,” she goes on. “We share these ancient passages with all manner of beasts, so stay on guard. Avoid any door with runes you don’t know. There are enchanted and cursed chambers within this dungeon, some containing great riches, but great dangers also. Keep your mind on the mission and don’t allow yourself to be tempted by gold and jewels.”

The Jaezred Chaulssin also provide you with two Potions of Healing.

If you have lost your weapons, the drow can gift you with one or more of the following from their well-stocked armoury: longbow, longsword, shortsword, rapier, dagger, light crossbow, warhammer.

The only armour they possess is leather.

If you are looking for any other adventuring equipment, they have a fair stash of supplies here in their base. You may take a backpack, rope, rations, a waterskin and torches. You may also choose any standard adventuring equipment from the list on PHB p.150, and roll a d20. If the roll is 14 or above, then the item is available and you may take it. Of course, encumbrance rules still apply.

The drow feed you and provide a place for you to sleep. If you wish, you may take a long rest here, recovering all your hitpoints

and spell slots. (If you do so, add 1 progress point).

When you are finished resting, the warrior who brought you here, Urldyn (Merinyon’s master-at-arms) accompanies you from the room and back out to the main passage heading north. He places a hand on your shoulder.

“Go well, traveller, and stay hidden.”

And then, in but a breath, he is gone.

You stand in a roughly-hewn passageway which leads north, burrowing its way through phosphorescent rock that glows a deep purple. Taking a deep breath, you put your head down and forge forward, towards the Citadel of the Raven.

Take the codeword *Jaezred*. Note it on your character sheet now.

Turn to 289.

254

Did you explore three locations? If so, roll a d100 (unless you’ve already visited this entry).

If you roll 50-100, go to 386.

If you explored less than three locations, if you scored less than 50 in the above roll, or if you’ve already visited this entry, select the appropriate option below.

You may explore another location from the map.

If you are leaving via the tunnels of the Jaezred Chaulssin, go to 255.

If you are leaving via the Zhentarim tunnels, go to 302.

255

(Add 1 progress point)

You move north through the tunnels of the Jaezred Chaulssin, walking for what seems like many miles, stopping for a short rest as you go (recover hp / feats / spell slots as per short rest rules).

After taking some provisions, you continue on your way. The sheer length of these tunnels is mind-boggling. A network of tunnels stretching all the way beneath a

mountain range? How many centuries must it have taken to construct these, drow and Zhentarim alike?

You are just starting to wonder if you are going to see any signs of life when you see passages branching off ahead, to the left and right.

Turn to entry 108.

256

Trusting to the gods to protect you, you release your hold on the rope and fall through the air. A few seconds later, you feel yourself hitting the water hard. You go deep under and have to fight your way back to the surface.

Make a constitution check, DC 10. If you fail, take 1d4 bludgeoning damage.

Turn to entry 132.

257

Trusting to the gods to protect you, you release your hold on the rope and fall through the air. Moments later, you feel yourself hitting the water hard. You go deep under and have to fight your way back to the surface.

Turn to entry 132

258

The chest appears to be secured with a fairly simple lock mechanism. Even someone who wasn't skilled in the thieves' arts could dismantle this lock.

You look around and spy a fist-sized stone. Judging by the state of this rusted old lock, one good bash with that stone would shatter it completely.

To shatter the lock and open the lid, go to 538.

To leave the chest closed, go to 509.

259

(Add 1 progress point)

The mountains rise around you as you progress ever further into the Dragonspines, covering many miles.

Around midday, you spy something on the slope west of the track: a ruined structure, the remains of what may have been a great hall. You had heard that there were great dwarven halls once, in the Dragonspines. Perhaps this is the ruins of one such structure.

However, as you watch, you see movement amongst the pillars up there. First one, then three, then five dwarves appear before the structure, and all begin watching your progress along the path below.

One of them waves to you and then starts descending the scree towards you. Does he want to speak with you, or perhaps even attack you? You have no way of knowing. To stop and wait for him to reach you, go to 478.

To quicken your pace and try to avoid him, go to 383.

260

Your knowledge of plants and mosses proves valuable here - you identify several species, but one stands out to you: Tunneller's Friend, a purplish moss that is well-known for its healing properties. You may harvest some of this luminous moss if you wish.

Tunneller's Friend can be applied to wounds of all kinds when you are taking a rest and will grant advantage when rolling for hit points after consuming a healing potion.

There is enough here for two portions.

As you wrap and stash the moss in a bundle in your backpack, you glimpse something on the wall - no, *in* the wall - which makes you take a step back. The rock wall becomes translucent for a second, and you see the silhouette of a humanoid - impossible to tell what kind, although they are about human-sized - standing facing you, on the other side of the rock.

And you hear a whisper. "*Look again. The east wall, the flat part.*"

Then the humanoid shape, the silhouette, disappears.

You move to the east wall and look for any flat areas. It doesn't take you long to find it, and you soon also find the outline of a concealed door.

You also find a stone mechanism, not very well hidden, on the right side of the portal. To try and move this mechanism, go to 477. To use Mage Hand to operate the mechanism, go to 274.

261

The instant that you open the lid, a deafening explosion erupts from the chest, emitting a shockwave that scatters everything in a 20 ft radius.

(If you were using Mage Hand, and standing 20 ft. or more away, you are beyond the range of the following trap).

Make a dexterity save, DC 16, with advantage if you used mage hand. If unsuccessful, take 3d8 lightning damage, and you are knocked 20 ft backwards!

When you recover after the explosion, you stand and approach the still-smoking chest. Inside is a pouch containing 6 garnet gemstones, and a small, tightly-rolled parchment scroll. Unfurling it, you see it is in a language you have never seen before, but it appears to be a map. You study the topography and decide that it depicts an area north of the Dragonspines, out in the vast open plain known as The Ride. One area is marked with runes in an unknown language, and a picture of a distinctive-looking tree. Take this map if you wish, and mark the codeword *topography* on your character sheet. Then, you may return to entry 108 and choose a new option.

262

"I have no idea what you are talking about," you say to the cleric. "I am simply passing through here, collecting herbs for my master, Pertious Powiliker. He is a potion maker." You have no idea where this name came from, but it is the first thing to come to your mind. You amaze yourself sometimes.

"But what do you mean by 'The fate of the Moonsea region?'" you say, bringing a note of panic into your voice. "What is going to happen?" Feigning ignorance and stupidity, you continue in this vein, trying to convince the cleric that you know nothing of what he describes.

Make a deception roll, DC 16.

If successful, go to 345.

If unsuccessful, go to 63.

263

You carefully make your way onto the ledge, slowly edging out over the whitewater that rages below.

Make a dexterity check, DC 10.

If successful, go to 446.

If unsuccessful, go to 501.

264

You stand at a junction where a tunnel branches off towards the northeast.

Walking down it a little way, you see that it extends as far as the eye can see. Perhaps this connects with some other part of these tunnels, you can't really tell.

To continue further down this tunnel, go to 78.

Otherwise, return to Entry 108 and choose another destination.

265

(Recover all hit points, feats and spell slots from your long rest).

Waking in your room, you gather your things, eager to depart quickly. You head down to the tavern area which is deserted. Wasting no time, you exit via the front door into a still, serene morning. The sun is rising above the treetops and in the morning haze all manner of insects and birds flit about, translucent wings illuminated by dappled sunlight. Surveying the path north you set out at a brisk pace, eager to cover as many miles as you can today.

Go to 295.

266

The path enters a wood which covers this area of the foothills, stretching some miles west. You are about half a mile inside this thick stand of trees when you hear a noise coming from ahead – a single voice, male, raised in joyous song!

To move off the path and into the undergrowth, go to 163.

To continue making your way through the forest normally, go to 541.

267

Saying your farewells to Weaselbreath, you set out once more, heading northeast down the chasm.

It is utterly quiet down here, and you trudge onward for several hours. Eventually, you notice an opening in the south wall of the chasm.

To investigate this opening, go to 464.

To continue northeast up the chasm, go to 293.

268

You easily clear the trap and land on the other side, all your parts intact. Breathing a sigh, you dust yourself off and look ahead down the passage north.

As you peer ahead into the gloom, you are shocked to see a humanoid figure striding towards you! You grip your weapon and drop into a battle stance, preparing yourself for whatever might come, be they Zhentarim, orc, troll...

Go to 106.

269

Making sure the rope is tied securely, you begin descending into the darkness.

Is your rope a standard 50 ft rope? If so, go to 472.

Or, are you using one of Tertius's Unbreakable Ropes? If so, go to 494.

270

Your attack hits whatever presence is in the room with you, and a cry of pain echoes throughout the rocky chamber.

"Stay your attack, stranger!" the voice says.

"I am not your enemy!"

"Who are you then?" you demand.

"My name is Kuthrix Blooddelver," comes the reply, and all of a sudden you see a figure start to materialise before you. A halfling-sized humanoid, dressed in leather, and with dark skin and eyes of yellow, stares at you, nursing the wound you just inflicted upon it. Turn to 250.

271

Head down, you reach cover just as another arrow whistles past behind you. Panting with the effort, you peer out from the bushes and survey this scene one last time. Whoever is in that farmhouse... well, you wish them the luck of the gods. As far as they - and their attackers - are aware, you're just some stranger passing through.

Perhaps it's for the best. After all, your quest takes precedence over some borderland dispute.

It doesn't take you long to make it past this verge, and you soon find the path again.

Turn to 505.

272

Bolting out from cover, you run for the exit as quickly as possible. The ogre, busy chomping on his bone, takes a moment to notice you, but when he does he lets out a terrific roar which fills the cabin, reverberating off of every surface! This only spurs you on more, and you see the great giant getting up and lumbering towards you, grabbing his club as he comes.

But you are too quick. Ducking in the entrance, you feel the air from his club as it comes crashing down on the floor behind you, but you are free and clear! The great ogre roars down the tunnel behind you. You laugh and keep running, putting a good

amount of distance between you and the cave before you finally slow to a walk and catch your breath.

(Add 1 inspiration point for this inspired bit of bravery!)

Turn to 503.

273

Reaching the top of the hole, you decide to attempt to make your way back through the dragon's lair and out to the path.

Go to 191.

274

You manipulate your mage hand to move the mechanism, and a stone panel slides smoothly open, revealing a passageway beyond, running to the east.

You hesitate - this all seems too easy. Surely if these are the secret tunnels you are searching for, used by the Zhentarim to gain access to the Citadel, they would be better concealed?

What will you do?

To search for traps around this entrance, go to 462.

To proceed into the passageway beyond, go to 379.

275

The map for this encounter is 'Final Battle Part 1'. You will need to control both your own character and the NPC Merinyon Zauret during this fight. Ensure that you read Shannah's NPC sheet in full so that you are familiar with all her feats. Please take special note of her Guided Strike (+10 to attack) and Hexblade's Curse (crit on 19 and other effects).

Place tokens as indicated on the map (S=Shannah Nezraxxis, M=Merinyon Zauret, PC=you).

Roll initiative for you and Merinyon, and for Shannah Nezraxxis.

If you win initiative, make your attacks first vs Shannah's AC 16. Then, read below.

As Shannah advances, she utters some fell words and quickly waves a hand towards

Merinyon, who appears to stumble for a second. "The Raven Queen's Hex on you, vile wench!" she screams, and then charges, drawing a longsword, swinging her blade at the drow's head. Simultaneously, you hear the words of a spell forming on her lips, and she glares at you maliciously. Shannah is attacking both of you at once! (This War Priest feat can be used twice).

For this attack: first, roll the longsword attack on Merinyon (d20+5), and deduct any damage if necessary (1d8+5 - Hexblade's Curse results in extra damage on Merinyon). Shannah's token will end adjacent to both you and Merinyon, if possible.

The Zhentarim mage then extends her hand, which crackles with magic lightning!

Roll a d20+6 vs. your AC (with advantage if you are wearing metal armour). If the attack hits, you take 2d8 lightning damage from Shannah's Shocking Grasp Touch cantrip. (NOTE: If Shannah has to leave Merinyon's melee range to make the Shocking Grasp attack on you, she will use Eldritch Blast on you instead so that she does not provoke an attack of opportunity).

Then proceed to 287.

276

You say the words and make the gestures, and your beloved spectral hand appears, hovering a little way off. Carefully, you move the incorporeal appendage to the doorknob and command it to grasp and turn, which it does. There is an audible click, and then a glint of steel as four deadly darts - probably poisoned - shoot out at where you would have been otherwise. You breathe an uneasy sigh and then slowly make your way forward to the door.

It is unlocked. Steeling your resolve, you slowly ease the door open and step inside...

Turn to 218.

277

(Deduct one of Shannah's Level 1 spell slots). Shannah locks eyes with you and strides forward. "Now you will DIE, poor fool" she utters, and whips a hand, glowing with magical energy, up towards your shoulder, attempting to grab you. Make an attack roll, d20+6. If the result is equal to or greater than your AC, go to 215. If lower, go to 578.

278

Looking north, you see that the road winds through foothills, probably leading right to the gates of the Citadel. You stand here for a while, considering your course of action. It seems you have not located the entrance to the Zhentarim tunnels, and so you will have to try and enter the Citadel through the front gate, or by some other means. You despair of this, wondering how it will be possible. Your reverie is broken by the sound of tuneful whistling coming from the western path. An oxcart rounds the corner, driven by a portly farmer carting a large load of hay and vegetables. He sees you, and fixes you with a searching gaze, but does not cease his whistling, at least not until he reaches the junction where you stand. "Good day to 'ee, young'un. You look to be in a bit of a pickle! What ails thee, young friend?" The farmer speaks in a thick country accent. Quickly you form a story in your head. "I have something I need to deliver to someone in the Citadel." "Oh yes," the farmer says in a fatherly tone, nodding. "Go on." "It's for one of the knights there. It's important I get it to him without the wrong people noticing." The old man makes a show of looking impressed. "Is that right, young'un? Well, it all sounds very important. S'pose you'd better jump up 'ere next to me then." He pats

the seat next to him, and you take the opportunity, jumping up to join the old man. "I can do with the company, and my nephew was up 'ere last week... he says there be a killer sheep up the road, great huge thing! Attacked him, gored his oxen, he barely got away with his life! Not the first time that's happened, either. This beast has been terrorising the road for months." "A sheep?" you ask, frowning. "Terrorising the road?" You struggle to keep a straight face, but the idea of a killer sheep is a bit hard to believe. "Aye, indeed," he says gravely, then nods at your weapon. "So I'll offer you a ride, in exchange for protection, 'ow's that sound, young'un?" You tell the farmer it sounds like an excellent proposal (you're fairly confident a sheep won't trouble you *too* much), and soon the cart is rattling its way towards the small hills that stand to the north. Turn to 134.

279

You know better than to trust some random tavern-dweller whom you just met. You spin a random tale of being in these mountains to explore the abandoned dragon lairs that are known to be in the area. "There's treasure here, right?" you ask, feigning naivete. "In the dragon lairs." "Treasure?" the man scoffs. "Any loot that was in those dragon lairs is long since gone. And ah, I should probably tell you, not all of them are abandoned." At least he buys your story, but this is interesting information nonetheless. Dragons still lairing in the 'Spines? You weren't really aware of their presence. "Do you know where exactly these lairs are?" you ask. The man smiles oddly. "Well, if you keep going down this path, you'll come to Dragoniden Pass, my friend. If there's anywhere in the 'Spines where you'll find dragons, you'll find them there. There's an

old wizard who guards the entrance to the pass, Brokalis Broadleaf. If you can bribe your way past him, you'll be doing well. Got any sweets? Brokalis has a real sweet tooth. If you can find something sweet, you'll have no trouble getting past him."

Perhaps you bought some sweets in Zhentil Keep, but whatever the case, the man informs you there are no sweets to be had here.

Thanking the man for the game and the conversation, you drain the last of your ale and leave the table.

What will you do now?

Go and talk to the old codgers at the bar? Go to 487.

Inquire about a room for the night? Turn to 217.

Leave this place to go and find somewhere to camp in the wilderness? Go to 561.

280

You try as best you can to assess the young woman's appearance, body language, and general demeanour. By all indications, she appears mortally afraid of something.

To enter the cabin, go to 117.

To reassure her, go to 395.

281

"It comes at all hours," the woman replies. "It tries to get in here, but my father constructed this house, the timbers are thick." Inspecting the walls, you see that she speaks the truth. "But it lurks outside for hours, just pacing around the outside. I've seen the beast through that little window up there. Horrifying creature it is. So I'm trapped in here!" She sits down then and goes silent for a long time, thinking. After a long pause, she sits suddenly bolt upright. "It left some hairs behind once, do you want to see them?" If you do, go to 429. If not, go to 495.

282

Busy with its feeding, the creature does not see you approach, and now that you are close you can see a bit more detail.

The creature is nothing more than a huge, slavering mouth with legs. And the mouth itself is bedecked with rows of sharp, vicious teeth. The body of the hapless soul on which it is feeding - it looks like it might have once been a Zhentilar soldier - is virtually unrecognizable.

But for now, you need to take this creature down if you want to get past, just in case it attacks you from behind later on!

Go to Abyssal Maw Combat Sheet and make one free surprise attack, and then proceed with combat as normal.

283

You struggle to free yourself of the enchanted rope but to no avail.

Do you have the codeword *Moonson*?

If so, go to 91.

If not, go to 154.

284

You stand and follow the drow as he leads you through the dense foliage at the bottom of this ravine. A nearly full moon illuminates your path.



You can hear the cleric yelling from the top of the cliff. "If you're still alive, we'll find you!" The words echo off the tall walls of the ravine. "Be gone from these Mountains, friend! You'll find nothing but death here." The drow glances back at you. "Zhentarim," he utters with distaste. "You were foolish to allow yourself to be caught. But... you did well to escape also. Quickly now." The drow moves towards the rock wall of the western cliff. "This way." Ducking low, the drow enters a tiny opening in the rock, and you follow. You have no idea why you trust him, but you do... why else would he be taking you away from this situation? And you have heard stories that the drow despise the Zhentarim also. Following the drow, you find yourself in a narrow, low tunnel, and are forced to crawl at points. Just as you are starting to wonder where this might lead, the tunnel widens and the ceiling lifts. The drow is some way ahead, and you walk faster, catching up with him. You reach him as he begins to descend a low cliff-face with the aid of a rope. "We need to go deep underground," he says. "to find the tunnels you seek." "Where are you taking me?" you ask. "You'll see," he replies. Finally, you reach the bottom. You stand in a vast cavern. The drow leads you north towards a passage, and you enter it. You walk for a long time north up this passage, before the drow stops and indicates a section of the right wall. "Portal," he says. "We go through here." Go to 2.

285

You wait until the troglodytes have passed your line of sight and then stealthily move out and proceed to sneak up behind them. Make a stealth check, DC 10. If successful, you may enter melee and make one surprise attack on the troglodytes, vs AC 11. Take note of any damage and then progress to **Troglodyte Combat Sheet**.

286

Make a perception or survival check, DC 18. If successful, go to 571. If unsuccessful, go to 329.

287

Make your attack against Shannah Nezraxxis. Her Character Sheet is found in the Combat Sheets section of this book. When you are done, use Merinyon's character to make an attack also, deducting any damage. Note the two magical fonts on the map. They cannot be moved onto as they are large, towering mounds. Once your attacks are done, go to 299.

288

Closing your eyes, you intone the spell in a voice so quiet as to be inaudible to your captors. (Make a d20+2 roll. If it is below your spell save DC, continue reading, otherwise you will have to return to entry 39 and make another choice). All of a sudden, your captors begin breathing heavily. "I... how... how are you doing this?!" one of them cries. Shouting in fear, they run back down the cave. You roll over to see that they have gone, and quickly get to work on your bonds. Finding a sharp rock edge, you first of all flee your hands and then with your hands untie the knots at your ankles. You quickly search the cave for your belongings and find them stashed in a small alcove. As you are preparing to leave, you see the cleric and his bald apprentice returning. You turn and run for the door. "Stop!" the cleric yells, and you hear some sort of magical attack being kindled behind you! (*cont. over*)

Make a dexterity save, DC 14.
If you are successful, go to 178.
If unsuccessful, go to 26.

289

Turning over the words of Selfaril and Merinyon Zauret in your head, you press on through the rock tunnels that run, according to the Jaezred Chaulssin, parallel to the tunnels that the Zhentarim have been using. You wonder how long they have been here, whether they were made at the same time as Torog, the God that Crawls, smashed his way through the Underdark, creating the tunnels that link the Shallows with the Deeps and the Deeps with the Feydark and the Astral Planes... they certainly seem old, but they don't have the rough, untamed rawness that you have heard characterises the tunnels of the deepest Underdark.
You continue on until you see a passage that leads off to the West - the direction the Zhentarim tunnels lie in. This passage could connect with those tunnels.
To take this western passage, go to 66.
To continue north, go to 244.

290

Somehow you manage to dodge the beast's vicious pincer attack! But you must escape this web quickly before it has a chance to attack again!
Go to Ettercapling Combat Sheet, making a strength check before rolling initiative (DC 11). Until you escape the web, the Ettercapling's attacks will be at advantage. You may make a new dex save at the start of each of your turns, until you escape the web.

291

Ghastly yellow claws reach out for you, but you duck out of the way just in time. Suddenly, the whole door collapses outwards and a trio of hideous beings emerges... they bear the visage of zombies, but are clad in what you recognize as the robes of Banite monks! Their eyes are wide with undead bloodlust, and they murmur a low,

unintelligible chant as they lumber towards you, claws raised and teeth gnashing!
Go to Undead Banite Monk Combat Sheet.

292

Quickly you search the rotted corpses of the undead monks, but find nothing within the folds of their tattered robes.
In the east room, you find a chest holding a large glass reliquary containing Bane amulets (you may smash the glass and take one if you wish - the reliquary itself is probably too big to carry) and some holy symbols to the god Torm buried right at the bottom of the chest. A cleric who worships Torm might want to take one of these if for some reason they have misplaced their own holy symbol.
You find nothing else of value here.
You have had enough of this tower, you decide, and make your way down the stairs. Besides, time is wasting and you have a mission to attend to!
Outside the tower, you stare back at the building and wonder what its story might have been. Sighing, you descend the hill, cross back over the moat and are soon back on the northern path.
Turn to 315.

293

(Add 1 progress point)
The jagged walls of this chasm continue to bear witness to your passage, silent and dimly lit by the strange phosphorescence, which continues down the whole length of the underground canyon.
You walk for what seems like an age, your footfalls softly reverberating off the walls. Then, a new sound interrupts the stillness. A slavering, chomping sound, as of a wild beast. Something is ahead in the darkness, and it is feeding!
You quickly duck behind a boulder, considering your next course of action. You cannot yet see whatever it is that is making the sound, but it can't be too far off.

To approach with stealth, go to 16.

Or, you could try to create a diversion by throwing a rock at the opposite wall. Go to 71.

If you are a ranger, you could take an action to use your primeval awareness. Turn to 376. Otherwise, you could cast Pass Without Trace on yourself to move by the creature undetected. Go to 360.

294

Grumm's sombre expression suddenly changes; a broad, beaming smile lights up his face and he gives you a hearty slap on the shoulder (he's quite tall for a dwarf). "Well met, traveller! We'll make it worth your while, don't worry about that." Grumm then turns to face his brothers and gives them a double thumbs-up, which results in a cheer from the watching dwarves.

"Our problem is simple," Grumm tells you.

"We have but a few mining tunnels which we like to visit every now and, mining them for gems and minerals... it keeps us happy. But the entrance to these, which is at the head of the gorge, has been taken over by a big, ugly ogre named Karg. He's already killed several of my cousins. And so, traveller, vengeance is required. Asked for, by the gods. And my brothers are all a bit old to join me in battle. So, what say you? You look young and able. The fact of the matter is, if you want to go through into the tunnels beyond, rather than go over the pass, you'll need to face him anyway, so it's in both our interests, in a way."

Will you accept Grumm's quest? If so, prepare yourself by going to 502.

If you would rather politely decline and be on your way, you make your apologies to Grumm and continue up the pass. Go to 528.

295

(Add 1 progress point)

Early sunlight is quickly covered by a bank of cloud from the south, which you welcome; at least you won't be travelling in the blazing sun. The hills around you grow steeper and are covered with sun-scorched grass, with the occasional copse of trees. Boulders and other rock formations jut out here and there. If someone were watching you, they would certainly have multiple vantage points from which to do so.

As you are walking, you hear a loud buzzing noise. Looking around, you see the bee population has increased exponentially in the last little while. There must be a hive nearby. To go and investigate, go to 423.

To continue on your way, go to 559.

296

You wake and breakfast on your provisions, if you have any.

Restore all your hp for the night's sleep.

Standing, you brush the grass of your torso and legs and survey the country that lies before you. The cloud of the previous day has persisted through the night and is thickening towards the northern horizon, threatening rain. Once more you console yourself that at least it isn't too hot, and you cast your eye over the landscape. The black, forbidding tower stands to the north-west, and you begin to make your way towards it.

Soon you stand at the base of the small hill, looking up at the tower. And to your surprise, surrounding the hill is a wide moat, with no bridge to be seen. If you are going to reach the tower, you will need to swim across this moat, and then climb the hill, which will cost you time.

What will you do now?

To go and explore this windswept spire, go to 570.

To ignore the tower and move on, go to 315.

297

You inspect the mosses on the south wall. Some of them appear phosphorescent, and they shimmer with a rainbow of otherworldly colour, orange, green, blue, and most of all - purple.

Make a survival check to see if you can identify any of these mosses.

If you score 1-12 go to 70.

If you score 13 or above go to 260.

298

In this southern passage, there is a stairway to the east that leads down to the chasm floor, currently deserted.

To the west is a magic portal (activated by the drow invocation) that leads out to the Zhentarim passage.

The passage north looks like it has several passages branching off it.

Return to Zhentarim Tunnels Map 2 and choose another option.

299

Make a perception roll for each character, DC 12.

If *you* are successful, go to 164.

If unsuccessful, go to 170.

300

Amidst the boulders, you find a flat, sunken area that looks relatively sheltered from the wind whipping constantly across the mountainside. For whatever reason, that wood just seems to be emanating a menace that you can't quite put your finger on, and so you decide to spend the night out on the mountainside.

Making camp, you eat some rations and then settle down in your bedroll. It is surprisingly comfortable, and the boulders which surround you provide ample shelter from the wind. You soon fall deeply asleep.

Roll perception, DC 12.

If successful, go to 406.

If unsuccessful, go to 18.

301

You move inside the cave entrance. It takes a few moments for your eyes to adjust but once they do, you see that there are some interesting items here. The hollow carcass of a small dragon rests here, between two chests. Looking at the dragon carcass, you are reminded of the rumours of Dragon poaching you heard in Zhentil Keep.

To investigate the small chest, go to 457.

To investigate the larger chest, go to 252.

To have a closer look at the Wyrmling carcass, go to 566.

302

(Add 1 progress point)

Risking the Zhent tunnels, you walk north for what seems like many miles, pausing for a short rest on the way. (recover hp / feats / spell slots as per short rest rules). You are on guard and wary of any noises or movement from the north, but for a long time you see nothing. As you walk, you marvel at the effort that must have gone into these tunnels.

Centuries of work, it must have taken, to construct this network of passages that traverses an entire mountain range!

You are lost in thought when you see it.

Several hundred metres, double doors open out from the left wall of the passage. And you hear voices too - many voices. As you watch, you see a small patrol of four Zhentilar exit the door and turn north - thank the gods.

Taking advantage of a nearby alcove, you duck inside and consider your options.

Do you have the livery of a Zhentilar officer in your possession?

If so, it might be a wise move to don it now. Go to 94.

If not, you could look for a portal to the tunnels of the Jaezred Chaulssin. Go to 424.

303

You search your memory, but cannot recall any information about this strange mushroom.

To try some, go to 115.

To search for an exit in the northern chasm wall, go to 422.

304

You have no idea why you remember the words that you saw in the ruined Bane temple at this moment; they come to your lips unbidden.

The effect is immediate and staggering.

There is a loud crack in the air, and the earth jolts violently... then, a blinding light fills the room, as if a star had fallen from the heavens and landed in this cave.

Rolling away from the blinding light, you see through squinted eyes that your tormentors, the bald humanoid and an older man in robes, a cleric of some sort, are shielding their eyes, unable to behold the holy radiance. With your back to the ball of light, you also smell burning rope and are amazed when your hands and feet come free of their bonds.

Wasting no more time, you stand and run from the cave - your belongings are nowhere to be seen, and so you must write off your inventory.

But you still have your life, and the mission, and that is what matters most. You say a silent prayer of thanks to Mystra as you run, putting as much distance between yourself and that cave as possible.

You run for a long time through a twisting landscape of rocks and cliffs until you emerge in a serene grassland. Waiting a little while until you are sure that you have not been followed, you take a deep breath and continue on your quest.

Turn to 315.

305

You cannot crack this lock, and the chest is sturdy to hit with any sort of attack. It is made of thick metal and looks like it could withstand just about anything!

There is little to do but leave the room.

Turn to 108 and choose a new option.

306

You locate the strange little greenish bottle in your backpack, and you take it out, hurriedly removing the stopper.

You empty some drops onto the plant's tendrils. The effect is instantaneous. The plant recoils and gives a pained screech as it retreats from you. To your horror you see the remains of several humanoids entangled within its vine's thorned coils. You shudder and mentally thank Natton, whoever he was, for sparing you from that fate!

The vine retreats from the path, and soon the way north is clear once more. Go to 40.

307

(Add 1 progress point)

You walk for some hours, and in your bones feel that night must now be falling. You find a quiet alcove, set up a trap to wake you in case something approaches while you sleep, and lie down.

(Restore all hp, feats and spell slots from your long rest).

As you progress north, anticipation grows in your stomach. Looking through the few drow portals that connect to the Zhentarim tunnels, you see traffic has picked up: soldiers ferry goods along the well-maintained tunnels. You must be nearing the Citadel, but you stay within the drow tunnels, staying hidden for as long as possible until you arrive at a portal that looks out into a large chamber with a staircase at the far end.

This must be it, you think to yourself, and waiting a few moments longer to check that the chamber is empty, you speak the words *Vhaeraun Vuletri* and step through.

Turn to 583.

308

As you watch the old man, you see a bizarre transformation begin to take place. His hair organizes itself into a long, silky white mane, his missing leg and arm regrow themselves, and his tattered rags are replaced by flowing, ornate robes.

"Thank you for your kindness, young one," he addresses you in a deep, clear tone. "I am Brokalis Broadleaf, resident wizard in these parts, and I am aware of your quest. I live here in Dragonen Pass to protect the dragons from the threat of poachers, but I am a friend of the Knights of Myth Drannor also. I have been a wizard for many, many years, which explains how I know who you are; simply put, you are an open book to me. No-one can hide their motives or thoughts from me. I say this not out of pride, but out of respect for the skills of my grandmaester, my teacher, one of the greatest wizards and teachers to live. And now, I must take you somewhere. Follow me."

To go with Brokalis, go to 182.

To politely decline and tell Brokalis you would rather proceed alone, go to 377.

309

(Add 1 progress point)

Not wanting to linger in this dragon's lair, you make your way quickly inside the opening and start east down a tight passage, hearing the sounds of the dragon in the cavern behind you as it tramps about. You push on, eager to put as much distance between it and you as possible!

After about an hour, the passage ends... or rather, turns in a different direction: downwards! A massive sinkhole lies before you. Gazing into its depths, you see nothing but blackness, and you wonder how you might progress from this point. It occurs to you that you are very high up in the Dragonspines, and if this tunnel is to connect to the Zhentarim tunnels that connect to the Citadel of the Raven, then of course it must descend to a lower level. You just weren't

expecting it to happen in such a rapid fashion!

NOTE: Even if you have darkvision, it doesn't extend to the depths of this sinkhole. If you have a torch or a light source, you could drop it down the hole to see what it might illuminate. Turn to 102.

If you have a rope, you could tie it to a nearby stalagmite and lower yourself down. Go to 269.

If you have pitons and a hammer, you could use those to make your way down the sides of the hole. Go to 370.

Or, if you know the spell Feather Fall you could jump and then use that to let you down easily. Turn to 137.

Alternately, you could just send up a prayer to the gods and simply jump down the hole. Go to 239.

Or, you could return to the Dragon's Lair and attempt to find your way back onto the overland path that leads north. Go to 191.

310

Restore all hp, feats and spell slots from your long rest.

The next day dawns bright and clear. You walk to the lake shore and wash, then refill your waterskin. Taking a quick breakfast, you leave the lake and continue on the northern trail, which you can only presume leads on to the Citadel. So far you have found no trace of the secret entrance. Perhaps you will have to rely on your wits to get you inside the Citadel walls after all. Turn to 497.

311

The day dawns, and you wake and breakfast on your provisions.

You may restore all your hp, feats and spell slots from the night's sleep.

Standing, you dust off your clothes and survey the landscape before you. It is a cool day, a little cloudy, and you see rainclouds thickening towards the northern horizon.

The black tower you sighted the previous day is still there, leering down at you, and you wonder what lurks in there. Curious, but also cautious, you begin making your way towards it.

As you near, you see that it appears deserted. Surrounded by a few scraggly trees, it appears bleak and desolate on its lonely hilltop. But *something* is going on there, you can just feel it.

Soon you stand at the base of the small hill, looking up at it. And to your surprise, surrounding the hill is a wide moat, with no bridge to be seen. If you are going to reach the tower, you will need to swim across this moat, and then climb the hill, which will cost you time. But who knows what might lie within that

tower. Loot, clues to help you on your quest... who knows? What will you do now? To go and explore this windswept spire, go to 570.

To ignore the tower and move on, go to 315.

312

(Add 1 progress point)

The day wears on as you continue to make your way through dense forest. Fortunately, the track is well maintained, and wide, and you make good time. Since you have descended from the heights of the Dragonspines, you also notice that the air has gotten a bit warmer, although not by much. The forest you are within borders The Ride, an arid plain with a desert-like climate. Still, within this small forest, there is a rich, earthy smell, and you see abundant wildlife.

After an hour or so you see something on the path ahead, and stop dead in your tracks. A large dog, a mastiff, sits in the middle of the road, beside what looks like a dead body.

You are downwind of the creature and so it

has not detected your presence just yet. It is impossible to tell whether this beast is hostile or not.

Do you know any spells that might endear you to the pooch, such as Speak with Animals or Animal Friendship? Or perhaps you have a Ring of Animal Friendship. If so, go to 10.

Otherwise, you can approach the dog and assess whether or not it is hostile. Go to 203.

313

The soldier eyes you warily. "And who's this?" he asks.

"This? This is my friend, I brought him with me for protection. Bloody killer sheep on the road, y'know."

The soldier pouts. Inwardly you grimace. Not the best

of stories, you think, but then Bert is just a simple farmer.

You try the best you can to resemble Bert's description.

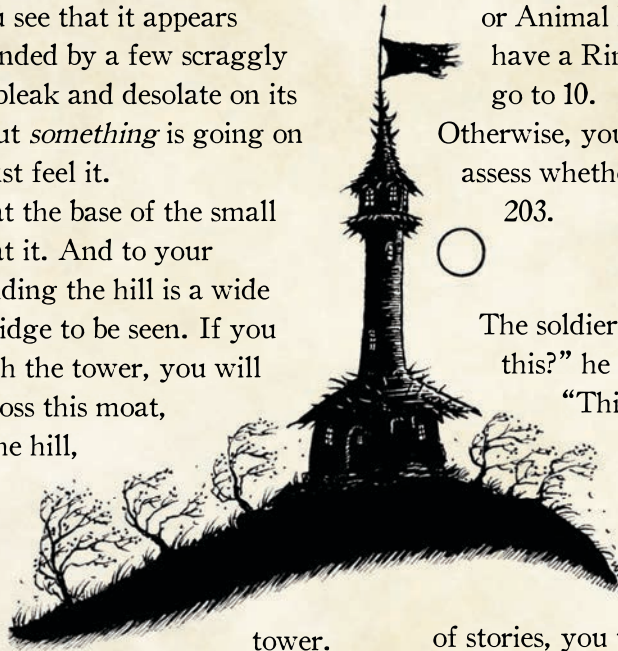
Make a deception check, DC 13. If you fail, go immediately to entry 588. If successful, continue reading below.

The soldier nods. "Right then," he says. "In you go."

With a wave of the soldier's hand, the huge southern gates of the Citadel compound swing smoothly open, controlled from the watchtowers above, and a wide yard is revealed beyond.

Bert guides his oxen through the gates and into the middle of a bustling market, ringed with tents. Civilians and soldiers move here and there, inspecting the wares on display. Directly beyond the market, a hulking stone keep sits, the banners of all the Moonsea cities flying over her battlements.

To your northwest, past the market, a temple is visible, and to the northeast is a long building which looks like it could be a barracks.



You thank Bert for the ride and bid him farewell... he has vegetables to sell!
Your thoughts turn to the man that Huon Falconhand told you to locate on reaching the Citadel.

Once you are inside, you must find a knight called Sir Steval Skurynd, a Purple Dragon Knight, and tell him exactly what we have told you.

Looking around, you wonder where the best place to find Sir Steval might be!
Go to 60.

314

"Why should you pay?" the guard replies, quickly losing patience. "Because we run things around here, friend, and you'll bloody well do as you're told!"
To pay and not cause any more fuss, go to 362.
To pursue this to combat, go to 337.

315

Focusing the road ahead, you strike out once more, determined to find the entrance to the Zhentarim tunnels. A maze of rock formations rises several miles ahead. The topography is striking - it almost appears as if one mountain has been blasted in half. In other places, it seems like the rock is forming the shapes of buildings, although this is merely a quirk of nature.



You should make it to these formations by midday if nothing hinders you.
Do you have the codeword "Memento", or do you possess a Ring of Warmth?
If so, turn to entry 286.
If not, turn to 523.

316

You move quietly, keeping one eye on the area where you detected movement. Staying in the shadows, you watch carefully as you pass, and finally lay eyes on the thing: a hideous creature - if it can be called that - consisting of two eyeballs joined by a fibrous sinew of some sort. Shuddering, you continue to make your way across the chamber and finally see an exit on the other side. Slipping quietly in, you put as much space between yourself and the chamber as possible.
Turn to 327.

317

"No idea, eh?" he says, smiling mischievously. "Oh well, have it your own way, young moppet! I for one think it absolutely wonderful that someone is finally bringing that old despot to task, eh what! They say he's hundreds of years old, don't you know. Gets his immortality from fonts of magic beneath the Citadel of the Raven, drow magic, they say! Eh, bet you didn't know that, did you anklebiter?"
To continue to deny any knowledge of what he is saying, go to 86.
To admit your mission to the old coot, go to 3.
To push the old busybody off the edge and into the ravine, go to 382.

318

Find 'Zhentarim Tunnels Map 1'.

You make a quick preliminary exploration of these deserted corridors and rooms. The invocation "Vhaeraun Vuletri" allows you to discover the Jaezred Chaulssin portals, allowing you to move easily between the drow tunnels and the Zhentarim tunnels. There are storerooms here, which the drow have secret entrances to, a drow base room where some of the stolen supplies are stashed as well as other equipment, and locked doors on the western side of the Zhentarim passageway.

(Visit the numbered entries on the map for a closer exploration of each part of this location).

Keep in mind that the longer you spend here, the more chance that you will encounter someone - or something - that happens to be wandering by!

When you are finished exploring this location, go to entry 254.

319

You hear noise from the passage to the north - approaching footsteps!

What will you do?

To stand and face whoever is approaching, go to 129.

To hide in the storeroom opposite this locked door, go to 199.

To flee through the magic portal in the east wall, go to 372.

320

You are concentrating on creeping up on the orcs when suddenly a pheasant flies out of a bush to your right, giving up your position! The orcs whip around and begin making loud noises, pointing in your direction. Through the trees you can see them start running towards you! You stride forward, realizing that your position is compromised, and meet them in battle.

Go to Orc Combat Sheet.



321

Shaking your head angrily, you pull your mind back from the illusion and clear it of the haze that was smothering your consciousness.

The illusion begins to fade. The music becomes a discordant strain, and the food on the table turns to dust. The light from the candles fades, and the music stops. You realize you are in a musty, ancient room, and what looked like a window before is nothing more than a painting.

You do notice, however, a row of large chests at the back of the room, which intrigue you. To get out of here before anything else happens, go to 87.

To walk over and investigate the chests, go to 555.

322

You cannot tell if this man is sincere or not. His intentions are unclear to you.

How will you respond?

"Can you show me some token that what you say is true?" you say.

"I could ask you the same," he replies. "You appear to suspect me, but how do I know *you* are not a spy sent by Manshoon? His ways are subtle, and many."

How do you respond?

"I was sent here to find Sir Steval Skurynd." Go to 142.

Or, you could show him your ring, bearing the crest of the Knights of Myth Drannor. Go to 442.

323

You creep as quietly as you can towards the wall, but unfortunately the invisible spider notices your approach. You hear a scuttling noise, and then hear Weaselbreath cursing. "Ach!" He spits out some words in Goblin, (which, if you understand them, mean something like "Son of a warg-herder") and comes over to where you are standing. "Hey, you tried your best," Weaselbreath says. "I feel bad for you. We didn't get any serum

today but, ah... here, have this." He reaches into his satchel and produces one of the metal spheres he was using in his crossbow.

Weaselbreath explains how to use it.

You can throw this at a medium or smaller creature, making a normal attack roll. On impact, the sphere shatters and a net covers the target, who is instantly restrained, no saving throw. A creature restrained by the net can use its actions to make a Strength check, DC 16. If it succeeds, it is no longer restrained.

You thank Weaselbreath for this useful gift. The little goblin informs you he is now travelling back to his village, and will be walking northeast down the chasm.

Will you walk with him? If so, go to 544.

If you would rather travel alone, go to 267.

324

You are unable to tell what the stone is, but as you are holding it, to your utter shock you hear words reverberating in your head as if someone is speaking directly into your mind!

"You have allies, stranger," the voice says.

"We have been watching you as you crossed the Dragonspines. Know that help is there, if you ask for it. We are beneath the Citadel, in the tunnels."

"Who are you?" you think, and, unexpectedly, the answer comes. "We are drow warriors. Enemies of the Zhentarim, who have invaded our tunnels. The true killer of Galauntar Hawkhelm is -"

Your telepathic conversation is interrupted by a violent seismic jolt which rattles the very walls surrounding you!

Shocked to the core, you are on your feet in seconds and gathering your belongings.

Quickly you open the door to your room and emerge into the corridor in time to see Sir Steval running up the corridor towards you. Sir Steval comes and gets you. "It's coming from beneath the Citadel!" he yells. "Come, quickly!" He eyes the stone in your hand.

"What's that?" he asks.

You hold his gaze. "The difference between our success and our failure," you reply.

Go to 34.

325

Not finding anything that appears suspicious, you move forward down the northern tunnel. Your heart sinks as you feel the floor giving way beneath your feet. Two giant metal plates fold inward and you drop, down into a pit spanning the passage from wall to wall. You hit the bottom with a thud (deduct 1d6 fall damage). After regaining your composure, you look around and try to see what predicament you've landed yourself in! Turn to 532

326

You continue deeper into the wood, and notice that it becomes a lot quieter here.

Make a perception check, DC 13.

If successful, go to 433.

If unsuccessful, go to 513.

327

Relieved to be past the lair of the lurking stranglers, you wonder what other horrors await you in the tunnels of the Jazred Chaulssin! You shudder as you realize that was your only warning for today. From now on you will have to survive on your wits alone, at least until tomorrow.

(Add 1 progress point)

You walk for another half an hour and then emerge in what at first appears to be a huge cavern, but looking up you see no roof. Squinting through the darkness, you can make out what looks like a rope bridge above. You are on the floor of what appears to be a huge chasm, extending far above. The same phosphorescent rock that illuminated the drow tunnels is present here also, shedding dim light across the floor of the chasm which is littered with boulders, rubble and other debris.

You start moving across the space, picking your way across the uneven ground.

What is your passive perception? Add 7 to that score if you have darkvision, and proceed to the relevant entry.
If the result is 1-11, go to 527.
If it is 12 or above, go to 556.

328

(Add 1 progress point).

You toil all the way to the top of Dragoniden Pass, and are rewarded with a view that is simply spectacular. Before you, the mountains descend gradually into foothills and then taper out onto an immense plain. From the foot of the Dragonspines, the vast plain known as The Ride stretches north to the horizon, interrupted only occasionally by rock formations and patches of forest. A few dark smudges you see could be settlements, perhaps.

To the northwest, resting at the base of the foothills, you glimpse for the first time the imposing black towers of the Citadel of the Raven. It is possibly the largest structure you have ever seen, a complex of towers connected by long, curving walkways, and encompasses a huge area the size of a city. In fact, you have heard that there is civilian population within those walls: tradespeople, servants and artisans that service the Citadel and her complement of soldiers.

Looking south, you see the Dragonspines stretching back towards the Moonsea, only part of which is now visible in the hazy distance. That region is just a memory now - the Citadel, and The Ride beyond, are what awaits you to the north.

The path before you descends steeply towards foothills. By your reckoning, after finding somewhere to camp tonight, you have another day's travel to the Citadel, which looks to be a good twenty miles away at least.

Perhaps, between there and here, you may find the entrance to the secret tunnels Huon Falconhand spoke of. Perhaps not. Huon's words come back to you:

If you cannot find the entrance to the tunnels, continue to the Citadel... there is a small chance you can get in, over or under the walls, or concealed in a cart perhaps... I don't know how, but you look like a cunning sort. Once you are inside, you must find a knight called Sir Steval Skurynd, a Purple Dragon Knight...

You mull over these words as you begin your descent down the far side of Dragoniden Pass... the hour grows late and you must find somewhere to camp soon, and rest up for your third day within these mountains. The treeline is not too far below, perhaps about an hour's walk.

To continue down and find camp within the forest, go to 45.

To try and find somewhere to camp where you are, on the bare mountainside, go to 300.

329

You feel the tiniest of sensations, like a mosquito's sting, on the back of your neck. Darkness falls....
Turn to entry 39.

330

You reach as stealthily as you can for Weaselbreath's pouch, but he notices what you are doing, and making a quick little motion, flicks a few drops of a bluish liquid onto his scalp. With a strange, shimmering noise, he simply disappears! (Even if you have the See Invisibility feat, you will not be able to find Weaselbreath. It is as if he has simply disappeared, or travelled to another location!)

Perplexed at the goblin's disappearance, you ponder what could have happened as you start your way up the passage northeast. It is utterly quiet down here, and you trudge onward for several hours.

Eventually, you notice an opening in the south wall of the chasm.

To investigate this opening, go to 464.

To continue northeast up the chasm, go to 293.

331

"Not a poacher, eh?" the old man croaks.
"What brings you out here then? Fate of the Moonsea, is it? Saving the realm from destruction, something along those lines? Come on, you can tell an old timer like me! I'm harmless, look at me! Come on young whippersnapper, what brings you up here, eehhhhh?"

The old man's whining voice and incessant questions are beginning to drive you insane! As you walk, you notice that the track begins skirting the side of a slope, and to your left is a deep ravine, dropping down several hundred feet.

To insist that you don't know what he is talking about, and that you are simply passing through, go to 317.

To ask what he means by "Fate of the Moonsea," go to 558.

If you would like to give this poor, starved old man some food, go to 168.

332

You fall in battle, and as the light fades, at the edge of your consciousness, you are aware of the Maw closing in to feast on your remains. Then all goes black, and you feel supreme peace.

Awake. Light.

A hand nurses the back of your head, and the lip of a bottle touches your lips. Liquid enters your mouth, and then your throat, and courses through your body, bringing the warm glow of life back to you. Marvelling at the return of life, you force your eyes open and behold a face above you: a beautiful, dark face, that of a male drow, his face etched with concern.

"Rest, friend," the drow says in a soothing tone. "Recover your strength. Then, we shall talk." Your eyes close, and you sleep.

(Add 2 progress points)

You awake after what must be many hours, lying beside a small fire, still within the chasm. The drow sits cross-legged beside the

fire, turning logs and keeping it burning.

The fire emits a pleasant warmth.

Slowly you sit up and are amazed to find that you seem to be fully recovered.

(Restore hp, spell slots and feats as per long rest)

"Ah, you're awake," the drow says.

"Excellent."

Turn to entry 187.

333

(Deduct one of Rassendyl's spell slots).

Roaring with rage, Rassendyl gathers himself up again and sends out another Thunderwave attack, waves of magical energy pulsing outward through the great stone cavern.

Make another DC 13 constitution save for you and your living allies, taking 2d8 thunder damage on a failed save or half as much on a successful one. On a failed save, you are also pushed 10 ft. away from Rassendyl.

If you are still alive, go to 19.

334

Roll a d20 vs your AC, with advantage.

If it equals or exceeds your AC, go to 454.

If it is below, go to 204.

335

The drow sighs at your response.

"You seek the way to the Citadel, do you not? Either you were sent by the Handful of Coins, or the Purple Dragons, or the Myth Drannor Knights, but either way, you want to get to the bottom of the death of Hawkhelm. Am I right?"

You have no idea how this drow has this information, but he knows of your mission somehow.

Reasoning that you are discovered anyway, you decide to go with him and see whether he can offer any assistance in your quest.

Go to 2.

336

You inspect the belt thoroughly, but cannot tell what sort of creature it may have come from. It's certainly not from anything you've ever encountered before.

Tossing the thing to the ground, you give an involuntary shudder and move off towards the north exit.

Turn to 62.

337

You draw your weapon. You are just not in the mood for this guard's attitude today, and you prepare to teach him a lesson.

"Oh right, feeling cocky are we?" the guard says, dismounting and brandishing a sword. His two friends also take up weapons and advance on you.

Go to Zhentilar Guards Combat Sheet 2.

338

You cannot help but imbibe some of the poisonous gas. Take 2d6 poison damage, or half as much if you made the constitution save. As you cough and splutter, fighting your way through the thick cloud, an old saying about "tricking the trickster" or comes to mind.

It takes you a few moments to recover from the gas. When you do, you make a token search for Weaselbreath, but of course he is nowhere to be seen. Seeing nothing else for it, you start down the chasm. It is utterly quiet down here, and you trudge onward for several hours.

Eventually, you notice an opening in the south wall of the chasm.

To investigate this opening, go to 464.

To continue northeast up the chasm, go to 293.

339

As you try to creep up on the feeding beast, you slip on some loose rubble, and the creature hears! It turns, and you are utterly horrified at its appearance. It is basically a huge, slavering mouth with legs, and you prepare an attack as it comes charging at you!

Go to Abyssal Maw Combat Sheet.

340

You feel something wrap around you, and look down to see a magical rope coiling itself around your body!

Go to 35.

341

Wiping sweat from his brow, Grumm congratulates you with a hearty laugh and a slap on the back. "Well done, my friend!" He turns and spits on the ogre's carcass, gives it a kick, and then reaches into a pouch at his waist and pulls out a large, gleaming gemstone, the colour of the forest. "A green spinel, mined from the very depths you are about to enter," he says. "Sell that in any city, it should fetch you five hundred gold, at least. Maybe more with a bit of haggling." You thank Grumm warmly and give the ogre a bit of a kick yourself.

Eventually, you say goodbye to Grumm and make your way towards the exit at the far side of the cavern.

"About an hour's walk north," Grumm tells you, "You'll come to a chasm. Turn northeast, and eventually you'll find the tunnels that humans use sometimes. But be wary! They are not the only ones who use those tunnels."

Thanking Grumm for his help, you set out down the tunnel.

Turn to 503.

342

You run with all your might for the exit, keeping one eye on the ogre as you bolt as fast as your legs can manage. But the giant sees you coming too early, and lets out a terrific roar which fills the cavern! Standing up, the great oaf comes lumbering towards you, picking up his club on the way, and you realize that there is no way you can make it to the exit in time, and also no way you can take this big lummo on your own. You haven't gotten this far by blundering into battles where the odds are so stacked against you.

Quickly, you turn tail and run back the way you came, back into the entrance tunnel and out to the path, with the ogre close on your heels, roaring his disapproval at your interruption of his evening meal.

You make the outer entrance, and see a stack of boulders which you run and hide behind. Peering out, you see the massive brute appear at the cave mouth, grunting angrily as he scans the gorge for any sign of you. He stays there for a while, but eventually, with a resigned grunt, turns and ambles back inside his lair.

You consider your next course of action.

To retrace your route and see if you can find that dwarf again (this option is not available if you have the codeword *Curmudgeon*), go to 402.

To leave the cave and take the stairs up to the mountain pass, go to 471.

343

Scrambling for a story, you attempt to tell the soldier that you were checking for weevils. "They ruin the produce, you know!" It's the best you can do in a hurry, and even as the words are leaving your mouth you know that it won't wash.

"Out!" the guard says, not buying your story for a second.

You get down from the cart, sighing.

Glancing up, you see crossbow-wielding soldiers on the battlements above, and more

patrolling at the base of the gate towers.

There is no point starting battle here – you'll be cut down quickly.

The guard looks you up and down. "Bert, what are you doing carting this scum around?"

"Sir, I –"

The guard puts a hand up, cutting him short.

"Save it, old man. You'll never sell your crops in the Citadel again." The guard turns to you. "As for you, I'm of a mind to turn you over to Lord Milinal right now. For all I know, you're a spy or an agent of some sort!" You feign incredulity. "Spy?!" you laugh.

"Truth be told, I've been wandering the wild for days and was simply looking for a bed and a meal. Nothing more. I don't even know this place. I'm from Waterdeep, I was kidnapped and brought here by Zhentarim slavers." This story, you think, is definitely more plausible, but you don't think it will be getting you inside any time soon.

The guard grimaces. "Well, you're not coming in here," he confirms. He raises a hand and swivels a finger in the air.

Moments later, a small detachment of guards, heavily armed, appears. "These gentlemen will escort you a mile south," the guard tells you. "Bert, you should have known better." The guard spits on the ground. "Get you gone, fools!"

The four guards force Bert to turn his cart around and escort him south for a mile.

(Add 1 progress point).

After they leave, you thank Bert for his help and tell him you are leaving him. He is not happy to see you go.

"I hope you're not going to try and get back in that bloody Citadel, young 'un!" he says, visibly concerned.

You smile. "Thank you, Bert," you say, and move off the path and into the hills.

Go to 190.

344

Searching around the side of the chest reveals a circular glyph, painted over the join between the base of the chest and the lid. The chest is locked.

To see if you can tell anything about the glyph, make an arcana check, DC 16.

If successful, go to 169.

If unsuccessful, you can't tell anything about the glyph, but if you have a set of thieves' tools, you could attempt to pick the lock.

Make a dexterity (thieves' tools) check, DC 14.

If successful, go to 38.

If unsuccessful, go to 305.

To leave the room, go to 108 and choose a new option.

345

The cleric considers your story for a minute, then shakes his head, sighing exasperatedly. "Galmaegli!" he roars. "You've got me the wrong one! This is not the fool we are looking for!"

Striding over, the cleric draws a long dagger, twirling it in his hand. You brace yourself, fearing the worst, but he moves behind you and you feel your bonds being cut!

"Get you gone, witless idiot!" he says, giving you a brief look over, before turning to look for the bald humanoid, who seems to have disappeared.

"Galmaegli! Come here, you wretch!"

Wasting no time, you stand and run from the cave - your belongings are nowhere to be seen, and so you must write off your inventory. You don't want to press your luck by asking for them.

But you still have your life, and the mission, and that is what matters most.

You make your way for a long time through a twisting landscape of rocks until you emerge in a serene grassland. Waiting a little while until you are sure that you have not been followed, you take a deep breath and continue on your quest.

Turn to 315.

346

Carefully inspecting the cavern walls, you discover something strange on the eastern wall; the outline of a door of some kind. You move closer, looking for a catch of some kind, and quickly find it - a small stone mechanism carefully concealed on the right-hand side of the door.

Do you try to manipulate the mechanism in order to open the door? To attempt this, turn to 477.

To use the spell Mage Hand to open the door, go to 274.

347

You deliberately make yourself look like more of a traveller than an adventurer, making your weapons not so obvious, and even putting a stalk of grass in your mouth to chew on. Satisfied that you look fairly harmless, you put your head down and walk calmly up to the manned crossroads. The Zhentilar soldiers frown at your approach. "Good day, traveller. What brings you through this way?"

You nod, and take the stem of grass out of your mouth. "Afternoon sirs," you say in rough Common, adding a bit of local accent. "Just on me way to visit me cousin. He's a farmer in these 'ere mountains."

Make a deception check, DC 12, with advantage if you possess a disguise kit.

If successful, go to 496.

If unsuccessful, go to 440.

348

As you fall, you see a tree growing out of the cliff-face, its branches rushing up to meet you! If you can somehow grab hold of it, perhaps you will be able to save yourself from plummeting to your death!

Make an acrobatics or athletics roll (DC 12).

If you are successful, go to 183.

If you are unsuccessful, go to 580.

349

You continue on the path leading north.
Go to 387.

350

After another hour's walk, you emerge from the forest into daylight. Ahead, you see a junction where a road from the west joins the main road north. It doesn't take long for you to reach the junction, and you stop here, considering your next course of action.
Turn to entry 278.

351

You flip the lid open, but unfortunately there is nothing in this chest but some sand and bits of broken wood. Whatever was once in here has succumbed to time and has utterly disintegrated.
To check the larger chest, go to 252.
To inspect the Wyrmling carcass, go to 566.
Or, to leave and continue north, go to 212.

352

Holding your breath, you gingerly turn the huge handle on the door's left side. You are immediately met by a delicious aroma of freshly baked bread and sumptuous foods. You look at the large, high table and see that a sumptuous feast has been laid out, consisting of all sorts of different delicacies. Light from dozens of candles bathes the room in a pleasant, golden glow. Music also meets your ears, a harp and flute played expertly, the delicate sounds soft and soothing, although you can't see where the players might be. Looking up, you see that a window looks out onto a blue sky with clouds scuttling across it.
You are overcome by a feeling of intense pleasure, absolute peace, and want nothing more than to simply stay here, ideally forever. A small part of your mind realizes that this is an illusion, possibly a dangerous one, but you do not care... all you want to do is lie down on that luxurious divan over there, and rest, rest your weary bones...

This pleasant illusion is threatening to entrap you!

Make a wisdom save, DC 14.

If successful, go to 321.

If unsuccessful, go to 68.

353

Having defeated the orcs, you quickly make your way to the farmhouse.

"Let me in!" you yell through the boarded-up windows. "You're safe, the orcs are gone!"

You hear the creak of a door and run quickly around the side of the house where a young man stands. A couple of small children watch from behind his legs.

"Get inside!" he hisses, beckoning to you urgently.

You go inside and survey the scene. Huddled inside this farmhouse, the farmer and his family seem to have been under siege for some days.

"What did they want?" you ask him. "Why did they have you holed up?"

"Sacks of grain," he replied, waving an arm at his dry store area. "But I managed to keep them at bay. For a while at least." He shows you his murder holes and the spot where he and his son have been firing off crossbow bolts at the orcs on the ridge.

"We'd just run out of bolts," he says. "When you showed up. Lucky that you did!"

"You're sure it's safe?" the farmer's wife asks you.

When you assure her that it is, the oldest boy is sent out to retrieve the crossbow bolts that they fired at the orcs.

The farmer and his family are good sorts.

They feed you, and you rest here an hour or so. (You may take the benefits of a short rest). You may take an inspiration point for saving these poor souls from a fate worse than death at the hands of the orcs.

When you are preparing to leave, the farmer gives you a word of advice.

"Beware the tower to the north, friend... it is said to be haunted. No one comes or goes from there, ever, but there are awful,

unearthly sounds that come from there every now and then, at night."

Taking note of this advice, you gather your things up, bid them farewell and then leave the farmhouse and make your way north. You make your way to the end of the valley, moving through the thick row of trees that borders the farmer's field, and soon find the path that continues north.

Turn to 505.

354

Do you have any honey?

If so, go to 201.

Do you have some sweets, purchased in Market Square (Zhentil Keep)? If so go to 47.

Or do you have something non-sweet to give him? Go to 391.

355

The troglodytes are deep in conversation, the grunts and hisses of their guttural language reverberating in the narrow passageway. You watch them as they disappear around the bend that leads out onto the floor of the chasm.

Waiting a few moments, you check to make sure the passageway is clear and then emerge from your hiding place, turning left and ascending the stairs.

Turn to 62.

356

You have dallied on your quest, and have not completed Huon Falconhand's task in time! Unfortunately, Zhentarim usurpers have now taken the Citadel, and you have failed. But all is not lost. Roll up another PC and try again! After all, the fate of the Moonsea is in your hands, adventurer!

357

(Add 1 progress point)

This room is a bit of an oddity. Two corpses, clad in Zhentilar livery, are slumped here against the wall. The bodies look relatively fresh, and inspecting closer you can see neat,

almost surgical blade marks at the neck which speaks of Jazred Chaulssin assassins. Perhaps these poor fools ran afoul of Merinyon and her band of rogues. Whatever the case, there are two full Zhentilar uniforms here for the taking, and the thought occurs to you that these would very likely come in handy when moving amongst Zhentilar at the Citadel of the Raven. Take a set of Zhentilar livery if you wish, and then return to 108 and choose a new option.

358

Quietly you skulk away from the orc encampment, emerging on the south side of the dense foliage.

Go to 22.

359

"I'm not buying this act for a second, friend," the first guard barks angrily. "You are obviously not where you are meant to be, eh? Well, we'll soon have that problem fixed!" Before you can blink the two riders have dismounted, armed themselves with pikes and are advancing on you!

Go to Zhentarim Fighters Combat Sheet.

360

(Deduct 1 spell slot)

Intoning the spell, you feel a cloak descend around you, and you make your way forward.

Make a stealth check with a +10 bonus, DC 14.

If successful, go to 484.

If unsuccessful, go to 339.

361

The path twists and turns, until you round one corner and see that thorny foliage has completely overgrown this part of the track. You start looking for another way around. Make a survival, nature or perception check, DC 20.

If successful, go to 371.

If unsuccessful, go to 534.

362

You produce the ten gold pieces and hand it over, albeit a little begrudgingly. However, the importance of your quest supercedes the satisfaction that might come from putting these opportunists in their place. If you can halt the Zhentarim plot to take control of the Citadel, you will have dealt them a major blow. This gives you some comfort as you consider your options.

There is little point in going south or south-west: those directions lead away from the Citadel.

To take the north path, turn to 259.

To take the northeast path, go to 173.

363

You sleep solidly through the night and awake early the next morning feeling refreshed.

Taking a quick breakfast of rations, you waste no time in getting on the road, your goal being to make the Citadel by midday and then decide on a course of action when you get there.

(Add 1 progress point)

You journey north through the quiet forest for two hours as the sun rises above the horizon, down a long, gentle slope that descends from the Dragonspines.

At mid-morning the path north ends at a t-junction. A wide path runs west-east, and you turn east towards the Citadel.

Go to 312.

364

(Add 1 progress point)

These doors are securely locked. If you have a skeleton key, when you try to use that in this lock it does not work.

To attempt to pick this lock (you will need thieves' tools), go to 367.

To try and bash this door down, go to 42.

To use the Knock spell, go to 249.

Otherwise, go to 254.

365

As the Zhentilar guards approach, you relax your stance, trying to look as unassuming as possible.

"Greetings, sirs," you say, bowing slightly. "I think I lost my way... I was travelling through the Dragonspines and just chanced on these tunnels... I entered here but I can't seem to find the way out."

The guards eye you suspiciously.

Make a deception check to see if they believe you. The DC is 12.

If successful, go to 458.

If unsuccessful, go to 29.

366

Concentrating your spell, you plant an auditory illusion in the mind of the guard questioning you, Suddenly he turns to the other two Zhentilar guards.

"What did you two just say about my mother? She smells like an ogre?! How dare you!" The guard brandishes his pike and points it threateningly towards his two fellow Zhentilar.

You continue concentrating on the illusion.

"What?" the other two reply, looking confused. "We said nothing of the sort! You're going mad, old chum!"

This enrages the guard even more. "A face like a bugbear's bum?" he screams. "Right, you're dead!" The guard rushes the other two with his pike. It is all the guards can do to repel their friend's attacks without hurting him.

"He's lost his mind! Get him on the ground."

You point down the track. "I'll just go then, shall I?"

One of the other guards looks at you.

"What? Yes, begone!"

Merrily you trot away down the path, leaving them to deal with the chaos you created.

Which path do you choose?

To take the path leading north, go to 259.

To take the northeast path, turn to 173.

367

You take your thieves' tools from your pack and set to work on the securely locked door. Make a dexterity (thieves' tools) check, DC 16.

If successful, go to 98.

If unsuccessful, go to 43.

368

You move as fast as you can, but not fast enough! Four pins shoot out from the doorknob plate and embed themselves in your skin painfully... you feel the bite of cold metal, and then the creep of poison up your arm!

Take 4d4 piercing damage, and then (if you are still alive) make a constitution save (DC 14).

Take 4d6 poison damage, or half as much on a successful save. If you are still alive, continue reading below...

Nursing your wounds, you chide yourself for your carelessness, wondering whether you still have the stomach to inspect this tower...

To press on, and proceed through the door (which is now open) go to 218.

If you feel it would now be too dangerous to enter, go to 232.

369

Make a survival check to see if the mushrooms are safe to eat, DC 15.

If successful, go to 444.

If unsuccessful, go to 303.

370

Rummaging around in your backpack, you soon find the pitons and hammer that you were looking for, and move to the edge. You hammer the first in, and gingerly put your foot on it... but the rock crumbles away... it is too loose! You watch as the piton spirals downwards out of sight, then a faint splash echoes from the bottom of the yawning abyss.

You'll need to find some other way to get down.

Return to 309 and choose a different option.

371

You catch movement out of the corner of your eye - the foliage that covers the path just moved, and you turn to face it in alarm.

Thorny tendrils come snaking quickly towards you, looking to enwrap you in their deathly embrace! You have heard about something like this before - a deadly vine that traps unsuspecting travellers in its grasp.

Quickly you step out of its reach, but it moves forward, following you.

You should be able to stay out of the reach of this voracious plant creature. You could divert from the path into the foliage and give this area a wide berth, but such a detour would probably cost you precious time.

If you choose this option, go to 89.

Or, you could arm yourself and face this beast. Go to 546.

Do you have any Natton's Noxious Weedkiller? If so, go to 306.

372

Quickly you move to the magic portal, the hidden door just north of the chasm.

Intoning "Vhaeraun Vuletri" you move through to the other side and breath a sigh of relief. You continue watching through the translucent entrance, and see two Zhentilar troops inspecting the door where you were standing only a few moments ago.

Retreating to the relative safety of the drow tunnels, you move to the northernmost part and consider your options. You will not be able to return to the Zhentilar side within this section of the secret tunnels. Perhaps further north, though...

All things considered, you think it might be best to continue north using the Jaезд Chaulssin tunnels.

Return to 318 and choose your option. You cannot currently visit any area on the Zhentilar side of the map.

373

You pass easily through the incorporeal door and move quickly to the stairs, which descend into the rock.

The stairs go down one flight and then turn sharply right. You wonder where they might be leading you!

Finally, after a long descent, you emerge in a dark space, what you can only presume is the floor of the chasm. The same phosphorescent rock that illuminated the drow tunnels is present here also, shedding dim light across the floor of the chasm which is littered with boulders, rubble and other debris.

You start moving across the space, picking your way across the uneven ground.

What is your passive perception? Add 5 to that score if you have darkvision, and proceed to the relevant entry.

If the result is 1-11, go to 527.

If it is 12 or above, go to 556.

374

You exit into the passage and head north. Up ahead and to the left is the door that the Zhentilar soldier stopped at.

To open the sliding iron panel and look inside, go to 229.

To continue north, go to 153.

375

Moving to the wall, you quickly down the potion and are soon scaling the tower wall towards the small porthole, moving quickly and effortlessly. Reaching the porthole window, you squeeze in between the bars. Somehow, amazingly, the tower is unoccupied and you make your way down a spiral staircase and out the door at the base of the tower.

Turn to the map titled *Citadel of the Raven: South Compound*.

You are standing in the middle of a bustling market, ringed with tents. Civilians and soldiers move here and there, inspecting the wares on display.

Directly beyond the market, a hulking stone keep sits, the banners of all the Moonsea cities flying over her battlements.

To your northwest, past the market, a large temple is visible, and to the northeast is a long building which looks like it could be a barracks.

Go to 60.

376

(Deduct 1 spell slot)

Closing your eyes, you focus your primeval awareness, and sense an ominous presence nearby... a demon or some sort of resident of the outer planes is lurking nearby!

You may return to entry 293 and choose a new option.

377

Brokalis Broadleaf looks sad for a moment but then smiles. "I admire that," he says.

"You want to succeed on your own merits.

Well, good for you, young one. Go well."

And then, as you watch, he shimmers out of sight, like mist on the wind.

Sighing, you eye the path ahead which climbs further upward and north towards the head of the valley. Seeing no other way but forward, you put your head down and trudge up the slope.

Go to 196.

378: Main Keep

(Add 1 progress point)

You are inside the main keep of the Citadel of the Raven. Soldiers, officers and others move here and there between rooms, some carrying piles of documents and maps. Everyone seems to be in a hurry to get where they are going. Carefully, and as inconspicuously as you can, you go from room to room, searching for Sir Steval Skurynd.

Make a d100 roll. If it is 50 or above, you find Sir Steval! Turn immediately to 8.

Otherwise, continue reading.

While you are moving around, you may overhear an interesting conversation. Make

an investigation check, DC 14. If successful, go to 64. Otherwise, continue reading. Roll a d100, adding 20 points if you are wearing the livery of a Zhentilar soldier, and another 10 if Brun is with you. If your roll is 40 or below, you have attracted some unwanted attention from a Zhentilar patrol and must somehow throw off any suspicion they may have at your presence.

Choose from a deception, persuasion or stealth check, DC 14.

If successful, you are left alone; you may move to another location.

If unsuccessful, your snooping about has landed you in the Citadel's jail! Go to 223.

379

Cautious and on your guard, you proceed into the tunnel. Unlike the cavern preceding it, this corridor appears well-hewn. The stonework seems old, as if this tunnel was constructed many centuries ago, but the floor shows signs of recent activity. You make out the remnants of footprints - bootmarks - and you get the distinct impression that you have found what you are looking for.

After a short while, about thirty feet, the passage turns left and proceeds northwards.

What is your passive perception?

If it is 13 or above, go to 510.

If it is below 13, go to 468.

380

You move inside the room. But as you do so, you feel your foot snag on something. As the curse leaves your mouth, you hear a mechanism being triggered, and dive quickly to the side as two sword blades thrust inward from the door frame!

Make a dexterity saving throw, DC 13.

If successful, go to 36.

If unsuccessful, go to 438.

381

You hear a whoosh and a solid *thunk*, and look left to see an arrow, fletched with black feathers, sticking out of a pumpkin. Someone is shooting at you from cover, to the east! You scan the landscape and quickly detect movement on the eastern ridge. Several creatures are up there, probably nocking more arrows to shoot at you!

To try and run to the far end of the valley, go to 413.

To seek shelter in the farmhouse, go to 135.

382

You turn and give the old coot a good hard push, attempting to force him off the edge and into the ravine. There is a look of utter shock on his face as he topples over the edge, and you watch as he falls about a hundred feet. Then, to your shock, he stops dead in the air, floating. Spreading his arms, he drops his crutch and then ascends back to the ledge on which you stand and sets himself gently back down.

You watch, awestruck, as a bizarre transformation takes place. His matted and disheveled hair smooths itself out into a long, silky white mane; his missing leg and arm regrow themselves, and his tattered rags slowly reassemble into an ornate white robe.

"What a shame," he says softly. "I had hoped Falconhand would choose someone more compassionate to carry out this task. But then again, perhaps such brutality is necessary to get this job done. I am many years past meddling in the affairs of others. My only concern is my friends, the dragons who lair in this valley, and protecting them from poachers." He considers you for a moment longer. "I wish you well, traveller, but I fear that friendship is out of the question for us, as I'm sure you'd agree. Otherwise, you wouldn't have tried to kill me just now! Go well, then! You may traverse Dragonoden Pass, I will not stop you." And with that, the old man - or whatever he was - vanishes into thin air.

Utterly bewildered at what has just happened, you take a few moments to compose yourself and then eye the road ahead.

The path northwards continues upward towards the head of the valley. You set out towards it.

Go to 196.

383

You pick up your walking pace, eager to avoid any unnecessary exchanges. Your experiences so far have made you somewhat paranoid.

The dwarf reaches the track behind you, and calls out to you as you depart. "Hey! I only wanted to talk, traveller! Oh well... if you don't mind facing the ogre alone, I won't stop you. Good luck!"

Ogre? Did that dwarf just say *ogre*?

To turn and walk back to the dwarf, go to 540.

To ignore the dwarf - after all he could be lying, could even be Zhentarim for all you know - go to 207.

384

Make a ranged attack, with advantage, against AC 11. (Advantage is due to the fact that the zombies are on the ladder and can't dodge very well).

If your attack is successful, go to 585

If unsuccessful, go to 445.

385

The gigantic zombie sheep lies dead at the base of the cart. You wipe the sweat from your brow. Apparently Bert's tall tale had a grain of truth to it!

It takes a while for you to convince Bert to come out of his hiding place beneath the sacks at the back of the cart, but eventually you do.

"Gods be praised, young' un!" he exclaims.

"That horrible thing has killed more travellers than the pox. Months it's been here! Bless you for ridding us of that curse.

Now we can transport our goods to the Citadel in peace!"

You are soon back on the road and making good time.

Go to 139.

386

If you are within the drow tunnels (east), go to 104.

If you are within the Zhentarim tunnels (west), go to 584.

387

(Add 1 progress point)

You are in the midst of hills, which rise to the north and eventually become mountains. You wonder what those mountains hold, although you know for certain that the Citadel lies beyond them. Between where you are now and the mountains, the entrance to the secret tunnels must lie.

It is early evening, and passing through another small patch of wood, your feeling of being watched turns into a strong instinct. Is that movement you see, coming from the trees to the east?

Make an intimidation check.

If you score 1-6, go to 542.

If you score 7 or above, go to 417.

388

Make a stealth check, DC 10, taking note of success or failure, then proceed to Orc Combat Sheet.

389

Make a stealth check, DC 10. If successful, make the surprise attack below. If not, go straight to Troglodyte Combat Sheet. You survey both the troglodytes, considering which one you should attack. Make your decision and then roll an attack with advantage, aiming for an AC of 11. The troglodytes turn quickly in your direction, hissing hatefully at the unexpected attack. Take note of any damage and then progress to **Troglodyte Combat Sheet**.

390

You step inside the chamber, just behind Sir Steval.

"Ah, you've arrived!" a brazen voice crows. "Just in time, Sir Steval." You look, and see that the speaker is a well-built warrior, who stands before three huge stalagmites which spit out globs of glowing purplish energy. Four other warriors stand nearby, all with swords drawn. "We are just about to imbue ourselves with the ancient magic of the drow, which will make us undefeatable!" As if to emphasise this, one of the stalagmites ejects a gob of purplish liquid, which flies into the air like lava from a volcano. The liquid lands on one of the warriors, who screams in pain and drops to the floor. Rassendyl watches impassively. "Of course, not all can take on such energy..."

Rassendyl's gaze turns to you. "Who is your friend, Steval?" he asks.

Sir Steval draws a longsword which glints in the eerie light. "I thought it might have been you, Rassendyl," he growls "But I doubted you had the nerve. Manshoon must have promised you the world. Anyway, now, it's time to put an end to this nonsense. The Citadel will never be yours!"

Rassendyl laughs at these words. "Steval, you fool! Do you honestly think you could defeat me?" He waves a hand to his right, and from behind one of the stalagmites emerges a woman, a mage, dressed in flowing robes. "You do not have a chance, my friend. Really, the only choice for you is to join me. Come, share in the glory that Manshoon offers! Under Lord Manshoon, we'll rule our own little corner of the Moonsea! Join me, it's the only way!" He laughs, and beckons with an outstretched hand. "What is your answer?"

(If you have the codeword *Jaezred*, continue reading below, otherwise go immediately to entry 435).

At that very moment, you feel an arrow whistle past your ear, barely an inch away. It

strikes one of the Zhentilar warriors in the shoulder, and he roars with pain.

"VHAERAUUUNNN!!!" you hear, and another shout, "GREETINGS, BROTHER! Did you think you had escaped me?!"

And then you know that the Jaezred Chaulssin, and Selfaril Oumdolphin, have arrived in the cavern! Before you have time to even gather your thoughts, full-scale battle has erupted around you!

Turn to entry 146.

391

"Ah, food!" he says, eyeing your offering doubtfully. "Well... thank you, young tyke, but I'm fine. I just ate, as a matter of fact." You look the old man up and down and doubt that very much. He looks as though he hasn't eaten in a year, thin as a rake and totally dishevelled. But you won't force him to take your rations.

He continues to prattle on, asking about your mission. "Oh, yes, well I can tell you're not a poacher, that's obvious. Friend of Huon Falconhand, is it? Knights of Myth Drannor? Urgent mission? Yes, yes, I know everything, young 'un!"

You have no idea who this old fusspot is, but his comments are beginning to unsettle you. How does he know so much? Is he Zhentarim?

To continue to deny any knowledge of what he is saying, go to 86.

To tell the old coot of your mission, go to 3. To push the old busybody off the path and into the ravine, go to 382.

392

With the aid of magic, you decode what the runes say. They are in a strange and rare language belonging to an extinct race of giants, and represent an invocation to a long forgotten god: Eisis, God of pleasures and diversions. This chamber is a kind of shrine to Eisis, and a place of rest. (*cont. over*)

To enter this door, go to 352.
To check for traps, go to 55.
To leave this place, go to 108 and choose a different option.

393

Quietly you prepare your attack, steeling yourself for whatever appears around the corner. The mechanical clicking and whirring grows ever louder. What could be making these noises?

Then you see it, approximately 30 ft away up the passage - a large metal bug of some kind, with menacing pincers and multi-faceted eyes that take in everything, including you! Unless you have some invisibility feat, the clockroach spies you in the passage and immediately moves towards you.

You have time to get one ranged attack at the bronzed bug before it reaches you! Make an attack vs AC 14, take note of any damage and then go to Clockroach Combat Sheet. If you are victorious go to 560.

394

The little boggle seems sincere, as far as you can tell. You can't really see a reason why he would be lying.

If you wish to take him with you, go to 512.
If you would rather leave on your own, go to 48.

395

"It can't be that bad," you comfort the woman. "What do you mean, man-wolf? Do you mean a lycanthrope?"

"Ly-what? I- I don't know," the woman says, looking confused. "I don't know what that word means. All I know is I've been locked in here for weeks, scared out of my wits." With these words she buries her face in her hands and starts to sob uncontrollably. "Please..." she stammers. "Please help me!"

To enter the woman's cabin, go to 117.
To make an insight check, roll insight (DC 14). If successful, go to 138.
If unsuccessful, go to 280.

396

You remember the boon that you received in the Grand Temple of Bane, that fateful day in Zhentil Keep, and, for better or worse, you invoke the Dark Lord as you stand in this strange cavern...

You wait for some time, and then, gradually, a strong impulse overcomes you,

The east wall... look to the east wall, traveller...

You are directed, as if against your own will, to a section of the east wall, and quickly you find what appears to be a secret door. You also find a stone mechanism, not very well concealed, on the side of the portal.

To try and move this mechanism, go to 477.

To use Mage Hand to operate the mechanism, go to 274.

397

The drow sighs at your response.

"You seek the way to the Citadel, do you not? Either you were sent by the Handful of Coins, or the Purple Dragons, or the Myth Drannor Knights, but either way, you want to get to the bottom of the death of Hawkhelm. Am I right?"

You have no idea how this drow has this information, but he knows of your mission somehow. You get the feeling that if he was allied with the Zhentarim, he wouldn't have wasted his arrows on those spiders but would simply have targeted you.

Reasoning that you are discovered anyway, you decide to go with him and see whether he can offer any assistance in your quest.

Go to 2.

398

Suddenly it comes back to you - Sir Steval Skurynd, the knight who you are supposed to contact, is a Purple Dragon Knight! So Manshoon has Sir Steval in his sights as well! And if your reckoning of the dates is correct, then you don't have much time to save him!

Replacing everything as it was, to the best of your ability, you leave the room and consider your next course of action.
Return to 318 and choose a new option.

399

Ghastly, yellowing claws rip a long gash in your flesh!
(Take 2d4+2 slashing damage).
Suddenly, the whole door collapses outwards and four hideous beings emerge... they bear the visage of zombies, but are clad in what you recognize as the robes of Banite monks! Their eyes are wide with undead bloodlust, and they murmur a low, unintelligible chant as they lumber towards you, claws raised and teeth gnashing!
Go to Undead Banite Monk Combat Sheet.

400

"I am a lone adventurer, and enemy of the Zhentilar," you reply, "as I feel you are too... or why would you be imprisoned in these tunnels? May I ask your name?"
"Kuthrix Blooddelver," comes the reply, and all of a sudden you see a figure materialise before you. A small humanoid, dressed in leather and with dark skin and eyes of yellow, stares at you fearlessly.
Turn to 250.

401

Accepting a key from the proprietor, you make your way upstairs, locating your room after a little while wandering the corridors. Opening the creaky portal, you enter into a room which smells a bit musty but looks comfortable nonetheless. You kindle a fire in the hearth and light a few candles, gradually settling in as night descends outside the window.
After a little time spent in study or reflection, you feel your eyelids getting heavy - it has been a long day, after all, and a proper bed is welcome after a days' travel. Your aching feet bear testament to the many miles you have covered since leaving Zhentil Keep.

Peeling off boots and socks, you get comfortable on your bed and are soon deeply asleep.
Did you talk to the old card player about this tavern?
If so, go to 587.
If not, go to 563.

402

Realizing there is no way you could take an ogre on your own, you retrace your steps back to the dwarven hermitage.
(Add 1 progress point)
Seeing you return, the dwarf you saw earlier descends to the mountain path once more. "I had a feeling you might return," he laughs. "In the mood to slay an ogre?"
"Is there any other way into that cave?" you ask.
"Not that I know of," the dwarf replies. "And I've lived in these mountains my whole life." The dwarf introduces himself as Grumm Dourhand, and tells you the ogre has been a problem for them for some time. "He's already killed three of my cousins. And so, traveller, vengeance is required. Asked for, by the gods. My brothers are all a bit old to join me in battle. What say you? You look young and able. The fact is, if you want to go through into the tunnels beyond, rather than go over the pass, you'll need to face him anyway, so it's in both our interests, really." There is nothing else for it! You must face the ogre, but you will be doing so with Grumm at your side, and he looks like a fierce ally. Prepare yourself for this battle by going to 502.

403

Making your way back south through the dense forest, you return to the path leading east.
To continue east, go to 116.
Or, you could return to the earlier junction and choose a different direction. If you wish to do this, return to 225 and choose a new direction.

404

You leave the cave and journey north. Pleebs chatters away as you progress through what is left of the canyon. The towering walls either side of you still leave you in awe, however, and you are relieved when you see the end of the narrow ravine and the daylight spilling through it. The sun appears to have come out, if only briefly, and when you emerge from the mountainous passageway you feel the rays warming your tired bones. Then, something catches your eye. Motion, coming from the north. Quickly you hide, positioning yourself behind a nearby rockfall, and you gesture frantically to Pleebs to do the same. "Yes, good idea, hide from the nasty Black Hand!"

"Black Hand?" you reply. "They are Zhentarim?"

"Oh yes, they go to their skull cave, in the eastern part of the mountain! For days they have been going there!"

You press Pleebs for more information, but he doesn't seem to know any more beyond this. Still, this is valuable intelligence. Perhaps this procession of traffic heads towards the tunnel entrance you search for! (*Add 1 progress point*)

You stay where you are for some time, watching the comings and goings. Groups of soldiers, some escorting carts, all seem to be heading east, then veering south to pass the sundered mountain on the eastern side. The procession lasts several hours, and it looks as if they are approaching from a trail that lies to the west.

You do not see any insignia, which immediately sets alarm bells ringing in your head. Zhentarim? Possibly.

It is several hours before the stream of traffic subsides, and getting into late afternoon. Make a perception check, DC 13. If you succeeded in an earlier insight check on Pleebs, make the check with advantage. If you are successful, go to 573. If unsuccessful, go to 498.

405

Trying to be as stealthy as possible, you move subtly closer to the goblin, eyeing up his pouch.

Make a stealth check, DC 18.

If successful, go to 171.

If unsuccessful, go to 330.

406

You awake in the middle of the night to the sound of rocks cracking, rolling... there is activity of some sort on the slope, above where you are situated.

Do you want to stand up and see if you can ascertain where this sound is coming from? Turn to 195.

Or will you stay where you are, not moving, and wait to see what happens? Go to 434.

407

Quickly you roll out of bed and grab your weapon, which you placed within arm's reach when you went to bed.

"You dare to enter my room?" you hiss at the figure, who now moves forward out of the darkness. He is hooded, and slowly draws a rapier from its scabbard. You catch sight of the blade - it appears to be coated in some sort of viscous liquid.

"It will cost you your life!" you exclaim as you ready your first attack.

Go to Assassin Combat Sheet.

408

Bert's cart rattles up to the main gate of the Citadel, which is manned by two burly sentries.

"Afternoon, Bert," one of them says. "Just the usual, is it?"

"Aye," Bert replies. "Just me usual veggies and a bit of hay for yer 'orses."

Are you hiding amongst the sacks on the back of the cart? If so, go to 459.

If you are seated next to Bert on the cart, go to 313.

409

Waiting until the South wall has a few less guards on it, you scuttle across the open ground and approach the Citadel's south wall.

This is your chance. You have one opportunity to get this right, and you take your time, focusing on the small porthole halfway up the tower. You need the grappling hook to take hold on one of the iron bars.

Choose between a strength or dexterity check. The DC is 14.

If successful, go to 549.

If unsuccessful, go to 21.

410

Grumm is visibly taken aback by your refusal. He looks you up and down once more. "Hm. Have it your way then, traveller. But don't come back asking for help."

With that he turns and departs, walking back up the slope towards the structure where his brothers stand, looking out over the gorge. Turning, you continue your climb up the path which twists through the narrow gorge, wondering what Grumm could have meant by the words "asking for help".

Take the codeword *Curmudgeon* and then turn to 528.

411

Unfortunately you are not quick enough to gain the element of surprise. But, dodging the blade that comes plummeting towards your chest, you are at least able to avoid the assassination attempt.

Go to Assassin Combat Sheet.

412

You put your head down and run quickly past the glyph, bracing yourself for some ill effect. But it doesn't come - you pass the glyph without ill effect, which makes you wonder what the glyph's purpose is.

Pondering this, you turn towards the passage ahead. Turn to entry 529.

413

Make an athletics check, DC 13.

If successful, go to 271.

If unsuccessful, go to 12.

414

You take one more peek around the corner into the cave. It's obvious that, once you show yourself around that corner, the ogre will see you - there's nowhere to hide, and the fire lights up the whole cavern.

If you have the spell Invisibility, you could deduct a spell slot and cast it, taking an automatic success on the following athletics check.

If you have the spell Pass Without Trace, you can take a +10 bonus to the following stealth check.

Make a stealth check, DC 18, and if successful make the following athletics check, DC 16, with advantage.

If successful, go to 272.

If unsuccessful, go to 342.

415

You make the passageway and move quickly inside, bolting for the stairs. Pausing a moment and looking back over your shoulder, you see that the troglodytes are not pursuing. Either you gave them enough of a scare to put them off combat with you, or they have other, more important lizard business elsewhere!

You turn and begin ascending the staircase. Turn to 62.

416

You awake with a start in the dead of night, the alarm which you set up having been triggered! As an extra precaution you left your weapon right by your hand and now you grab it and stand, facing your attacker! Go to Assassin Combat Sheet.

417

You decide that it is time to rest. Night is closing in, and your body aches from a long day of travel. Moving off the path, you choose a nice flat area, concealed from the path, and lay out your bedroll.

You soon enter a deep sleep, filled with strange visions.

Restore all your hp, feats and spell slots from this long rest.

Waking the next morning, you feel incredibly refreshed and take a quick breakfast as the sun rises above the Dragonspines. Wasting no time, you break camp and are soon back on the path heading north.

(Add 1 progress point).

For several hours, you journey north as the sun rises high into the sky. Mile upon mile you travel unhindered, thinking that you must be making excellent time. However, you are not sure you are going in the direction that you need to be going in. After all, the entrance to these secret tunnels could literally be *anywhere* within the Dragonspines. That thought is a little disheartening, but you trudge on regardless. It is about three or four hours later when you see something up ahead. It appears to be a crossroads.

And it is manned. By Zhentilar troops, if your eyes don't deceive you.

You could approach openly, claiming to be a simple traveller. That will probably take a bit of persuasion on your part. Turn to 347.

Or you could leave the path and try to skirt around this crossroads, (which will probably slow progress, but will avoid a confrontation). Go to 235.

418

Make a strength check, DC 10.

If successful, go to 273.

If unsuccessful, go to 103.

419

As quickly as you can, you jump from the entrance and slide down the scree of the mountainside, loose stone rolling and bearing your feet down the slope towards the path. It is actually quite easy going. Glancing up, you see the red dragon directly overhead and feel a strong downward gust as it beats its wings. It gives an ear-splitting roar to announce its arrival in its own lair, which causes you to squint in pain, and then it disappears inside the entrance to the cavern. Thanking the gods that you escaped that in one piece, you quickly make your way up the northern path towards the summit of Dragonden Pass.

Turn to 328.

420

You search around the immediate area, intoning the chant that Merinyon gave to you: "Vhaeraun Vuletri." Sure enough, a small section on the left-hand wall becomes translucent, revealing a short passage and then some stairs beyond.

To move through this portal and descend the stairs, go to 373.

To cross the chasm using the rope bridge, go to 74.

421

Make an investigation check, DC 10.

If successful, go to 463.

If unsuccessful, you see no point in lingering here. Return to Entry 108 and the map 'Zhentilar Tunnels Map 1', and choose another destination.

422

You move to the north wall of the chasm which ascends sharply before you. Searching along its face you finally find an entrance that penetrates into the rock, and, checking quickly for traps, you move through. It is dark inside and the passage turns quickly east and begins climbing a steep flight of stairs, much like on the other side.

But as you begin to climb, you hear voices descending from above! You freeze, focusing on the voices, and trying to discern what language they might be speaking...
Make an intelligence check, DC 12.
If successful, go to 58
If unsuccessful, go to 130

423

You walk off the path a little way, and it doesn't take long before you spot it. A huge beehive hangs from a low branch of an old tree. It looks like the hive has been there for a while, and from the bottom you can see where nectar has collected and is seeping out of the hive itself. Several small creatures are here lapping at the base of the hive, braving the stings to collect the valuable nectar.
To attempt to gather some honey, go to 160.
To return to the path and continue north, go to 161.

424

It doesn't take long to find the Jazred Chaulssin portal. They seem to always be near Zhentilar areas such as this. You venture slightly north, praying to the gods that the passage might remain clear, while intoning the mantra given to you by Merinyon Zauret. Finally, after about fifty feet of pacing, you see the wall to your right become translucent and you quickly duck through it.
Turn to entry 108.

425

The guards carry 52 sp and 31 cp between them, and are both carrying longswords, and wearing chain mail and Zhentilar uniforms. You may take any of these items you wish. You have lingered here too long, and decide to continue north immediately - time is of the essence.
Go to 254.

426

Mindful of the hour, you leave the area and continue forward, pressing onward towards the Citadel, which you feel you must be nearing now.
Turn to 307.

427

NOTE: You have just enough time to take one action (or bonus action) to heal yourself or one of your allies at this point, via a feat, potion or spell, if any of those are available. Rushing to the other end of the cavern, you see Selfaril Oumdolphin lying on the floor, bleeding from a deep wound to his chest. Quickly your survey him - he will survive, you decide, and you quickly sprint out of the chamber after Urdyn and the tyrant Rassendyl, your heart pounding with the excitement of battle.

The last week has seen you plunged deep into Zhentarim intrigues, from the moment you stepped through the gates of Zhentil Keep, and now it all comes down to this - a final battle to the death with one of the most dangerous Zhentarim of all: Rassendyl Oumdolphin.

Ahead you hear the clatter and clash of blades meeting. You rush to the end of the tunnel, which opens out into yet another cathedral-sized cavern, this one with a gaping ravine running right down its centre, as if some colossus has ripped the earth in two. Urdyn and Rassendyl are locked in a heated swordfight, but have not seen you just yet. Urdyn desperately fights Rassendyl, but is only just holding his own against the experienced fighter, and will need your assistance soon. There may be a chance for stealth here. Make a stealth check for yourself, and for Merinyon also (if she is still alive). The DC is 14.

If you are both successful, go to 107.

If one of you fails the stealth check, go to 185.

428

The door cannot be opened and is too heavy to break down with a shoulder charge. A blast spell of some sort would also give away your position to any surrounding Zhentilar. There is little else for you to do but continue north, or return through the magic portal. To continue north, go to 153.
To return through the magic portal, go to 27.

429

"I'll just go and get them, she says, and enters a small room at the back of the cabin. You hear her start to rummage around. While she is away, do you want to inspect what's on the shelves? Go to 222.
Or, will you sit tight and wait for her to get back? go to 499.

430

You cast the spell, and look around. A halfling-sized humanoid is revealed to you, appearing incorporeal, but definitely there. Staring straight at him, you bid him good day.
He curses angrily and ends his own invisibility spell. "A fellow mage," he says begrudgingly, looking you up and down. Turn to 250.

431

Despite making what you feel is a thorough investigation, you find nothing suspicious about the door.
To enter, go to 518.
Or, if you have changed your mind and would rather rejoin the path north, go to 232.

432

You can't really tell anything from your inspection, but the chest does appear to be locked.
To attempt to pick the lock, make a dexterity (thieves' tools) check, DC 14.
If successful, go to 38.
If unsuccessful, go to 305.
To leave the room, go to 108 and choose a new option.

433

Through the trees you suddenly see movement, and you ready yourself for combat.
Onto the path emerges one of the most bizarre-looking creatures you have ever seen. Its appearance is something like that of a spider, but it stands upright in humanoid fashion, making a horrid hissing noise as it lurches towards you. It looks as if you have blundered into its territory!
Go to Ettercapling Combat Sheet.

434

You lay still, waiting to see what happens. The rolling, cracking sound gets louder, and you stay tucked down into your little hollow. Then, to your alarm, a small boulder goes flying overhead, missing you completely. Good thing you didn't stand up!
You soon fall asleep once more. Turn to 18.

435

At that moment, you feel an arrow whistle past your ear, barely an inch away. It strikes one of the Zhentilar warriors in the shoulder. "VHAERAUUUNNN!!!" you hear, and another shout, "GREETINGS, BROTHER! Did you think you had escaped me?!"
Turning, you see that a band of drow warriors, and one human who looks *exactly* like Rassendyl Oumndoulfin, have arrived in the cavern.
Rassendyl laughs madly, preparing himself for battle. One of the drow, a female, greets you with a nod. The human strides forward and stands before Rassendyl, who appears to be his twin brother. They begin exchanging sword blows instantly.
The drow female introduces herself. "We have been watching you, traveller. It was us who left the stone. I am Merinyon Zauzet, this is my lieutenant Urldyn. That human is Selfaril, Rassendyl's twin." But her words are interrupted by the shearing sound of a ranged projectile. You look over, and see that Sir Steval has taken a hit to his chest!

Before you have time to even gather your thoughts, full-scale battle has erupted around you!
Turn to entry 146.

436

You look over towards Urdyn and see that he has defeated the bald humanoid, and is now striding towards Rassendyl. You turn, and at the far end of the cavern, you see Rassendyl cut down his brother Selfaril with a devastating blow. He raises his sword to deliver the killing stroke but relents at the last moment. Laughing, the mad warrior turns and runs to an exit in the north wall! And now the Hexblade mage is upon you once more, and focusing all her rage upon you! Invoking the name of Bane, you see her blade glow slightly and as it comes scything towards your head, it seems as if an unholy hand guides its path!
Shannah is using Guided Strike. Roll d20+15 (Hex Warrior). If the roll is equal to or above your AC, the blow hits. Take 1d8+2 slashing damage. If lower, it misses.
Go to 9.

437

You can't really tell anything about the man. He looks a little seedy, but then so does everyone in this tavern. And you never were one to judge a book by its cover. You don't know whether to trust him or not.
To reveal a few simple details about yourself (without discussing your mission, of course) turn to 466.
To make up a story about why you are in the Dragonspines, go to 279.
To go to the bar and inquire about renting a room for the night, turn to 217.
To leave the tavern and look for a campsite, go to 561.
To approach two old codgers at the bar and engage them in conversation, go to 487.

438

The sharp, thrusting blades slice into your sides, wounding you. (Take 2d6 slashing damage). You stifle a scream of pain and topple forward onto the floor, placing yourself beyond any further danger.
Eventually, you tend to your wounds and regain your senses. Then you begin to explore your surroundings.
Proceed to entry 128.

439: Temple

(Add 1 progress point)

You stand inside a medium-sized temple that sits within the south compound of the Citadel of the Raven. There are many shrines here. Bane occupies the largest altar, but other gods such as Ao, Mystra, Selune, Chauntea, Lathander, Torm and Tyr are also represented here.

You may choose a deity and make a prayer. Make a religion check, DC 15, with advantage if your deity is listed above. If successful, you receive spiritual inspiration in the form of a boon; note an inspiration point on your character sheet, and then continue reading below.

Make a d100 roll. If it is 70 or above, you find Sir Stevall! Turn immediately to entry 8. Otherwise, continue reading.

Roll a d100, adding 20 points if you are wearing the livery of a Zhentilar soldier. Add another 10 points if Brun is with you.

If your roll is 40 or below, you have attracted unwanted attention from a Zhentilar patrol and must somehow throw off any suspicion they may have at your presence.

Choose from a deception, persuasion or stealth check, DC 14.

If your d100 roll is above 40, you are left alone; you may move to another location. If unsuccessful, your snooping about has landed you in the Citadel's jail! Go to 223.

440

"A farmer eh? What a load of warg droppings!" the Zhentilar says, jumping

down from his mount and brandishing his pike towards you. "What is the real reason you are here, traveller? There are precious few farmers in these mountains. And the fact that you're lying tells me you're up to something!"

You could use Phantasmal Force to create a diversion. Make an intelligence save for the guard (straight d20) against your spell save DC. If successful, Go to 366, otherwise choose another option.

Or, you could draw your weapon and do battle with the three Zhentilar guards. Go to 32.

441

You hold off on your attack. "Wretched hag!" you spit at her. "Stay where you are or I'll skewer you, you old witch!"

With one eye on the crone, who is cowering in the corner, terrified, you search the shelves to see if you can find anything that might be of use to you in your quest.

Go to 533.

442

You show your visitor the ring bearing the crest of the Knights of Myth Drannor. He inspects it, nods, and then presents his own signet ring, which bears a purple dragon marked out in amethysts on a silver background.

"I am Sir Steval Skurynd," he says, "of the Purple Dragon Knights."

You doubt no more – you have found the man you were sent here to find.

"Huon Falconhand sent me," you whisper.

"He told me to find you, and to relate to you everything they told me."

You then begin to give Sir Steval the story as it was related to you by Huon Falconhand; the ruse of the orc army crossing the ride; the secret tunnels beneath the Dragonspines; the Zhentarim plan to gain control of the Citadel, and hence the Moonsea.

Do you have the codeword Jaezred? If so, turn immediately to 210.

If not, continue reading below.

"Yes," Sir Steval says. "I've suspected all this for a long time. But to hear that Falconhand holds the same suspicions... it is good to hear that he feels the same."

"What to do now, then?" you ask. "Do you know who Hawkhelm's assassin might be?"

"I have some ideas," Sir Steval says. "But first, we must get you out of this cell." With that, he glances around and then takes out a set of keys. "I lifted this key from the jailer's post, but we must be quick."

Sir Steval soon has the door open, and leads you out of the cell and through the corridors of the main keep, collecting your belongings from the jailer's post. He eventually leads you to a small, sparsely furnished room. In here are a bed and a small table.

"Rest here," he says. "In the morning I will return, and we will come up with a plan."

You thank Sir Steval for his hospitality, and settle down for the night. The day's travails have taken their toll on you, and you are soon fast asleep in the small, but comfortable bed.

Go to 550.

443

You draw your weapon and loudly demand that whoever is behind the boulder show themselves immediately.

"All right, all right, keep your hair on," comes a voice. From behind the boulder pile, a small goblin appears.

"Humph! Thanks for scaring away my quarry, stranger! Name's Weaselbreath, who might you be?"

The little goblin seems friendly enough and you introduce yourself.

"What are you hunting?" you ask.

"You mean, what was I hunting? Cloaker spiders," Weaselbreath replies. "Prized for their serum, they are. Now, if you don't mind, I'd better be on my way."

Weaselbreath disappears around the back of the boulder and reappears a few moments later with a pack strapped across his back. He

shrugs. "I'll probably come back, try again later," he says. "Luck be with you. Toodaloo." And with that, he turns and starts down the chasm, in the northeastern direction.

Do you want to walk with Weaselbreath? If so, go to 544.

If you would rather travel alone, you overtake him and forge your own path northeast. Go to 267.

444

Searching your memory, you realize that what you are looking at here is known as a Flesheater Mushroom, definitely not recommended for general consumption, although somehow that strange creature seems to thrive on them.

Dropping the noxious fungi, you proceed north, searching for an exit in the opposite chasm wall.

Turn to 422.

445

Somehow, you miss the undead climbing up towards you! Cursing your aim, you retreat into the belfry as the first undead monk reaches the top of the ladder and advances on you, claws raised and mouth slaving! Go to Undead Banite Monk Combat Sheet.

446

You keep your footing well, sidling along the ledge until you are behind the watery curtain, which falls about a metre out from the cliff face. There is a cave back here, and you begin exploring carefully.

It looks as though this place was inhabited at some stage. You see the remains of a campfire, and the bones of several animals, picked clean.

And, oddly, inscriptions on the wall in some strange language.

If you know Druidic, go to 109.

To explore further back in the cave, go to 157.

447

You pass the night peacefully, sleeping comfortably amongst the soft, long grass. Turn to 311.

448

You take out the skeleton key you won from the halfling in Zhentil Keep, and carefully fit it into the lock. To your amazement it turns freely, and turning the heavy handle, the door swings open!

Go to 525.

449

You move off the path and into a stand of trees on a steep rise, eager to avoid being seen.

As you move up the slope, to your left on a ridge above the farmland, you see a puff of smoke rise from amongst the trees. You wonder what could have caused this.

Make a survival or perception check, DC 14.

If successful, turn to 188.

If unsuccessful, go to 582.

450

You hear something hitting the dirt, gravel being scattered. You look left, and see an arrow lying about five yards away, fletched with black feathers. Someone is shooting at you! From the lay of the arrow, you surmise that the shooter is east of you and you quickly turn, scanning the landscape. There, on that high ridge - movement! Several creatures are up there, probably nocking more arrows to shoot at you!

To try and run to the far end of the valley, go to 413.

To seek shelter in the farmhouse, go to 135.

451

Carefully, you move to the edge of the undergrowth and peer through. There, crouching low below the foliage, are three orcs. One scratches a rough map in the earth while the other two look on, all of them muttering in orcish - making their plans for storming the farmhouse below, no doubt. A

campfire smoulders nearby, its red coals cooking the carcass of some small animal. What to do? Will you attack these orcs? You can make a ranged attack from here if you have one. Go to 388.
Or, you could sneak up and make a melee attack from behind. Go to 500.
Or you could try to sneak away and leave them to their business. Go to 358.

452

Finally you emerge from your hiding place and make your way cautiously towards the entrance. Hidden within this strange, obscured valley, you can't help seeing the warning in this grim portal in the shape of a skull. Who knows what lurks beyond those rows of sharp granite teeth? Still though, this could be the tunnel entrance you've been searching for. There's only really one decision to make here. You stride towards the entrance with grim resolve, hand on your weapon.
Do you wish to check for traps around the entrance?
If so turn to 511.
If not, turn to 529.

453

You move quickly out into the passageway and prepare your attack. The unsuspecting troglodytes have their backs to you, and you grit your teeth, determined to make this surprise attack count.
Make this attack vs AC 11. The Troglodytes are surprised, and can neither act or react to you during this first round of combat. Once this round is over, roll initiative and proceed as normal. Keep in mind that if your attack is melee, the troglodytes' stench trait will come into play (you can find the stat block on the Troglodyte Combat Sheet). Take note of any damage and then proceed to Troglodyte Combat Sheet, using Location 2.

454

You are woken in the most horrible way, a lethally sharp blade biting deep into your

shoulder, causing you to cry out in surprise and anguish.
Take 1d8+3 piercing damage, 1d6 damage from sneak attack, and then make a con save, DC 14. Take 2d6 poison damage on a failed save, half as much on a successful one. If you are still alive, continue reading below.
In one breath you roll out of bed and grab your weapon, and stand to face your assailant.
Go to Assassin Combat Sheet.

455

You sit down at the table with the experienced players, who give you a nod, acknowledging your arrival.
To win a hand of this game, make a sleight of hand and a perception check, and then take their average. The DC you are aiming for is 12. The stake is 20 gp. Deduct this from your gold if you want to be in with a chance to win, and then make the sleight of hand and perception check. If you are a bit of a gambler (for instance, if you have some sort of gaming feat) then you may make the checks with advantage.
If successful, go to 50
If unsuccessful, go to 184.

456

It seems you simply cannot get free of this rope. As your blood drains out, all goes dark, and you realize that you have failed in your quest.
But this is not the end! You will simply have to roll up another PC and try again. The fate of the Moonsea lies in your hands!

457

The lid to this chest appears unlocked.
To open it, go to 351.
To check for traps, make an investigation check, DC 12.
If successful, go to 483.
If unsuccessful, go to 131.

458

The guards look you up and down, then consider the damage on the door.

"What about this?" they ask. "The door is damaged. Looks like someone's tried to break in."

You shrug. "As I said, I'm just trying to find my way out of here. Just passing through." They talk amongst themselves for a little while longer, then finally, amazingly, allow you to leave.

"The exit is south," one of them says. "Keep going past the bridge. It's quite a few hours, but you'll get there eventually."

You thank the Zhentilar, using every ounce of your self-control to hide your contempt for Manshoon's soldiers. Turning south, you walk towards the bridge. As you reach the portal nearest the bridge, you turn and see that they have entered the room you were trying to break into. You quickly intone "Vhaeraun Vuletri" and duck through the drow portal.

You decide you have spent enough time in these barracks. With Zhentilar so close by, leaving by the drow tunnels is the best option. You may visit the drow ready room (entry 85) if you wish, but after that turn to entry 254.

459

Hiding amongst the sacks, you are aware of the soldier moving alongside the cart, checking for anything out of the ordinary. He prods a couple of sacks with the tip of his spear.

Make a stealth check, DC 8. (You could cast Invisibility or Pass Without Trace to automatically succeed on this check.).

If you are successful, go to 6.

If unsuccessful, go to 93.

460

You skulk away down the chasm, anxious to avoid unnecessary encounters.

You allow yourself to breathe again when you have put a bit of distance between the

thing and yourself, but you leave the magical shroud around you for a little longer, the cover giving you a feeling of safety.

Which is why your blood runs cold when a voice speaks right behind you.

"Your magic will work against mindless beasts, friend, but not against one such as me." At the same moment, you feel a blade at the back of your neck. "I mean you no harm, friend, so do not attack... We've been waiting for your arrival, as a matter of fact.... turn around slowly."

To do as you are told, go to 522.

To spin around with an attack, go to 20.

461

Your instincts tell you that this boggle is up to something. He has some ulterior motive in wanting to travel with you.

To agree to take him with you anyway, go to 512.

If you tell him you would rather travel alone, go to 48.

462

You inspect the entrance thoroughly but find nothing resembling a trap, mechanical or magical.

Thinking that this is all too easy, you cautiously enter the passageway beyond.

Turn to 379.

463

Searching around the walls, you find an old portrait hanging on the back wall, a dwarf seated on an ornate chair. His eyes seem to look into your very soul! Then, he speaks!

"Begone from my halls, foul intruder!" the dwarf commands. You hear his voice in your head, although his lips do not move.

"Begone, or suffer my wrath!"

Within the frame of your mind's eye, you see the image of a burly dwarf charging you with an axe!

Make a wisdom saving throw, DC 16.

If successful, go to 111.

If unsuccessful, go to 248.

464

You walk over to the opening in the south chasm wall. Peering inside, you see that it leads away south, beyond your range of vision. You contemplate this route for several moments, but soon realize that it leads in the wrong direction. The Citadel lies to the north. That's the way you should be heading, and so you start back down the wide, desolate chasm once more. Go to 293.

465

You search the area where your hand went through the wall for a mechanism, anything that might trigger this door - or whatever it is - to open. But you find nothing. Utterly perplexed - and a little unnerved - you wonder who that mysterious humanoid was, and move over to the eastern portal you discovered earlier. Go to 112.

466

"Just travelling through, really," you say.
"A wanderer eh?" he asks.
"Yes, you could say that. I've wandered far. Haven't seen all of Faerun, but I have seen a fair bit... good and bad."
The man nods thoughtfully, and for a moment you see something in his eyes, the flicker of remembrance. He looks like he might have seen a few things in his time also. He leans close, lowering his voice. "If I was you, friend, I'd keep a watch out for the Zhentarim. They run things in the Dragonspines. Not overtly... you won't know you've run foul of them until it's too late. But ah... they're known to visit this inn, and they don't really like your type. The wandering type, if you get my drift." He glances around. "I'm not sure its safe for you

to stay here, friend. You should probably go and find somewhere else to sleep."

To ignore his warning and inquire about a room at this tavern, go to 217.

To leave and look for somewhere in the Dragonspines where you can camp, go to 561.

To go to the bar and try to engage some of the locals in conversation, go to 487.

467

Find the map 'Spider Pit Encounter'.

You run to the wall and try to climb out.

If moving through the melee space of a spider, give them an attack of opportunity.

Make an athletics check, DC 14.

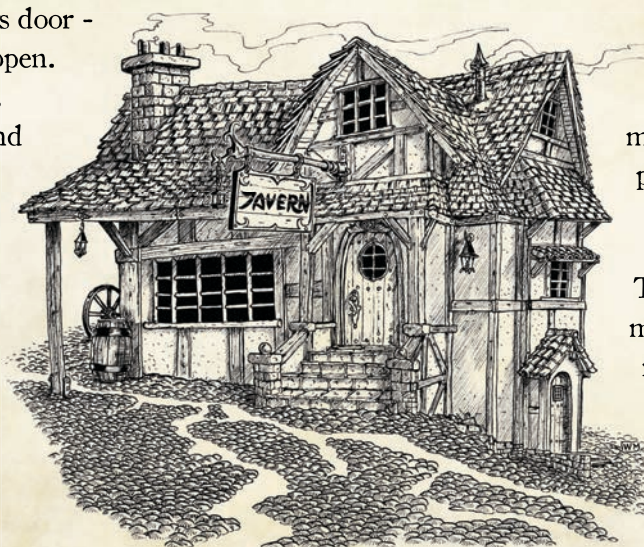
If successful, you manage to get free of the pit. Go to 124.

468

To check for traps, make an investigation roll.

If you roll 1-12, go to 325.

If you roll 13 or above go to 510.



469

(Add 1 progress point)

You walk on as the sun gradually descends towards the western horizon. You are not ready to stop yet, though, telling yourself that you can surely cover a few more miles before nightfall.

You are just starting to wonder whether you will ever encounter another soul on this lonely path when you round a corner and see a little tavern by the wayside.

It looks... *fairly* well maintained, and you can hear voices murmuring inside.

To enter and investigate what's going on in this seedy little tavern, go to 120.

To continue up the road, searching for a place to camp, go to 561.

470

Finally defeating the noxious vine, you catch your breath as you watch it wither away, retreating from the path and merging into the undergrowth.

The way north is clear! Keeping a watchful eye on all sides, you set out once more.
Go to 40.

471

(Add 1 progress point)

You bypass the cave entrance and make for the steep steps that lead up towards the top of the pass. A saddle sits between two peaks and you ascend one step at a time, climbing up the precipitous slope towards what looks like one of the highest points in the Dragonspines. The climb takes you a good hour, and when you reach the top you feel a brisk, chilly wind cutting you to the bone. You turn and look back over the part of the mountain range which you have covered over so far. The view is breathtaking. In the distance, part of the Moonsea is visible, glinting in the late afternoon light. From where you stand now, the Dragonspines descend to the Moonsea Basin, a series of hills and peaks laid out before you like a detailed sculpture.

You turn and climb the last few steps to the top of the saddle, and a new vista reveals itself; an endless, flat expanse, stretching to the edge of sight. The vast plain known as The Ride stretches to the horizon, interrupted only occasionally by rock formations and small patches of forest. A few dark smudges you see could be settlements, perhaps. To the Northwest, resting at the base of the foothills, you glimpse for the first time the imposing black shape of the Citadel of the Raven. It is possibly the largest structure you have ever seen, a complex of towers connected by long, curving walkways, and encompassing a huge area the size of a city. In fact, you have heard that there is in fact a settlement of civilians within those walls: tradespeople, servants and artisans that

service the Citadel and her complement of soldiers.

The path before you descends steeply towards foothills. By your reckoning, after finding somewhere to camp tonight, you have probably about another day's travel to the Citadel, which looks to be a good twenty miles away at least. Perhaps, between there and here, you may find the entrance to the secret tunnels Huon Falconhand spoke of. Perhaps not. Huon's words come back to you:

If you cannot find the entrance to the tunnels, continue to the Citadel... there is a small chance you can get in over, or under the walls, concealed in a cart perhaps... I don't know how, but you look like a cunning sort. Once you are inside, you must find a knight called Sir Steval Skurynd, a Purple Dragon Knight...

You mull over these words as you begin your descent down the far side of the saddle... the hour grows late and you must find somewhere to camp soon, and rest up for your third day within these mountains. The treeline is not too far below, perhaps about an hour's walk.

You begin your descent to the treeline, looking for somewhere to make camp.
Turn to 46.

472

You lower yourself gradually, shimmying down the rope further and further until, to your alarm, you see the end dangling just a few feet below. You have reached the end of the rope's length! Not really keen on the idea of scaling back up, you look down. There, about sixty or seventy feet below, you see the shimmer of a watery surface catching light from some sort of phosphorescence. It appears there may be a small lake down there. If you let go and dropped into it, you would probably be safe.

To let go of the rope (you will need to cross it off your inventory), go to 256.

To scale back up and then try to make your way back out to the path via the dragon's lair, go to 418.

473

You crouch low, stilling your breath and not moving a muscle. Hopefully, the troglodytes will not notice your presence.

Make a stealth check with advantage, DC 10.

If successful, go to 577.

If unsuccessful, go to 231.

474

Skulking up to the cave entrance, you detect a stench coming from inside. It smells like sweat and excrement and makes your stomach turn.

You creep forward, entering the cave mouth and then into a natural tunnel that curves right, finally opening up into a large cavern. Peering around the corner, you see a sight that startles you. A huge ogre, slumped against the wall of the cavern, chomps on a massive legbone. There is a fire burning, over which some animal is roasting.

On the western wall of the cavern, just near where the ogre is sitting, you see an exit leading into a roughly-hewn passage.

Running for that exit is going to alert the ogre to your presence. You wonder if you could make it there in time. You've heard that ogres are slow, but he has less distance to cover than you.

Ducking back down the entrance passage, you consider your next course of action.

To make a run for the opening on the opposite side, go to 414.

To leave the cave and take the stairs up to the mountain pass, go to 471.

To retrace your route and see if you can find that dwarf again, go to 402.

Note - If you have the codeword *curmudgeon*, you will not be able to choose entry 402 as the dwarf was very clear on the consequences of refusing him.

475

You stay low, not moving or breathing, listening as the voices move away towards the far side of the chasm. Even from here, you can smell their stench. Whoever or whatever it was, obviously pays scant attention to personal hygiene!

After they have gone you stay there for some time, listening to the darkness.

Finally you stand, and after a quick look around, move quietly off towards the north wall again.

Turn to 62.

476

Your knowledge of magic tells you that this is a sending stone, a well-known magical item.

As you are holding it, you hear a voice *inside* your head, speaking to you!

"You have allies, stranger," the voice says.

"We have been watching you as you crossed the Dragonspines. Know that help is there, if you ask for it. We are beneath the Citadel, in the tunnels."

"Who are you?" you think, and,

unexpectedly, the answer comes. "We are drow warriors. Enemies of the Zhentarim, who have invaded our tunnels. The true killer of Galauntar Hawkhelm is -"

Your telepathic conversation is interrupted by a violent seismic jolt which rattles the very walls surrounding you!

Shocked to the core, you are on your feet in seconds, quickly gathering your belongings. You open the door to your room and emerge into the corridor in time to see Sir Steval running up the corridor towards you.

"It's coming from beneath the Citadel!" he yells. "Come, quickly!" He sees the stone in your hand. "What's that?" he asks.

"The difference between our success and our failure," you reply.

Go to 34.

477

The mechanism operates easily, and the cave wall slides smoothly open before you, revealing a passageway beyond.

What will you do?

To search for traps around this entrance, go to 462.

To proceed into the passageway beyond, go to 379.

478

The burly dwarf reaches the bottom of the steep slope and meets you on the path. He greets you with a brusque nod. "Afternoon, traveller," he says. "Welcome to the Nilythra Gorge. What brings a lone adventurer such as yourself up into the high reaches of the Dragonspines?" Not waiting for an answer, he introduces himself. "I am Grumm, son of Krumm Dourhand, and warden of this gorge." He waves a hand at the structure sitting up the slope. "My brothers and I live here, still clinging to the remnants of our great realm of Sarphil that once ran everywhere beneath these mountains. Now all we have left are remnants of what was - a few mining tunnels, a chamber here and there. Most of our old kingdom has been overtaken by the denizens of the deep." He goes quiet and thinks for a moment.

"Perhaps, traveller... perhaps you can give us some small assistance, in return for passage through the gorge." (*cont. over*)



How will you respond?

"I need no-one's permission to pass through here. My mission is of utmost importance to the realm, and you will stand aside and let me through!" Go to 410.

"What assistance do you require?" Go to 294.

479

You search your memory, but nothing about the runes or the stonework is familiar to you. To check the door for traps, go to 55.

To open the door, go to 352.

To leave this area, return to 108 and choose another option.

480

There can only be one explanation for how you are feeling after your swim: the moat is filled with holy water!

If you have empty vials, you may take some with you.

Continue your investigation of the tower by turning to 530.

481

Reflexively you lash out with a wild attack! Roll against AC 15 at disadvantage.

If you hit, go to 270.

If you miss, go to 574.

482

You ascend the ladder, which, although old, is made of solid wood and holds your weight. At the top, you climb through an opening into a small room housing a large bell, presumably for summoning the locals to worship. Perhaps there were a few more locals here at one stage. Nonetheless, the high position gives you a good view of the surrounding countryside through the little windows created to allow the bell's sound to ring out over the hills.

Looking out, you get a good idea for a quicker route through the hills and see several bits of terrain that should be avoided. You may deduct 1 progress point for this knowledge!

Suddenly you hear a sound from below, a cracking and splintering sound, and a low, ominous muttering. Looking down the ladder, you see four hideous beings! They bear the visage of zombies, but are clad in what you recognize as the robes of Banite monks! Their eyes are wide with undead bloodlust, peering up at you, and they murmur a low, unintelligible chant as they slowly begin to ascend the ladder towards the belfry. They must have sensed your presence. Do you possess the garb of a Banite Monk? If so, you could don it now to see what happens! Go to 95.

If not, you could make a ranged attack from above. Go to 384.

Or, you could try to remove the bell from its housing and drop it on your attackers from above. It looks heavy, though. It will require a lot of strength to lift it off its frame. Go to 101.

483

The chest does not appear booby-trapped and you flip the lid open. Unfortunately, it contains nothing but sand and some pieces of broken wood. Whatever was once in here has succumbed to time and has utterly disintegrated.

To check the larger chest, go to 252.

To inspect the Wyrmling carcass, go to 566.

Or, to leave and continue north, go to 212.

484

You are nearly upon the creature, and now you see it for what it is - a horrific mouth with legs, feasting on the corpse of what looks like a dead Zhentilar soldier.

Do you want to attack this hideous creature?

If so, go to Abyssal Maw Combat Sheet where you may make one surprise attack on the creature and then proceed with combat as normal.

Or, do you want to try and sneak past it? If so turn to entry 460.

485

You edge forward, preparing your attack. Make a stealth check, DC 10, taking note of success or failure, then go to Orc Combat Sheet.

486

You walk up to the young soldier who acknowledged you.

"Afternoon," he says. "You're new around here, aren't you?"

You begin conversing with him, telling him that you have just been conscripted from Teshwave to serve in the Citadel as a regular soldier.

"Well, we'll need all the help we can get in the coming weeks," he says. "I'm Brun, by the way. I hail from Cormyr."

You introduce yourself and Brun tells you that you should get something to eat from the serving area, which you do, and return. Brun is a wealth of useful information.

Eventually the topic of Galauntar Hawkheim's assassination comes up.

"Did they catch who did it?" you ask, feigning mild interest. "Someone told me it was an orc assassin."

Brun smiles and shakes his head. "That's the story that's doing the rounds, yes. They say that they've just caught the assassin actually, or they're making a show of it. But no one here believes that."

"They've caught the assassin?" you ask, your interest piqued.

"Yes, an orc. Caught lurking near the Citadel some nights ago. But it's obvious he's a mere scapegoat."

"So, not the orc?" you ask, ripping off a chunk of bread. "Who, then?"

Brun lowers his voice and leans in close. "It's Zhentarim, beyond all doubt. The question is, which Zhentarim?"

You take a mouthful of stew, which is excellent. It is good to eat a proper cooked meal after a few days on the road, and your stomach rumbles its approval. "How many Zhentarim are there?" you ask Brun.

"Quite a few," he replies. "Cvaal Daoran is high on some people's lists, he's a high-ranking general in Manshoon's armies who's been here some years now. Rassendyl Oumdolfin, he's another, Lord Milinal... there's quite a few more, but those are the three main ones. Anyway, you'll get to see them soon."

"Why is that?" you ask.

"There's a grand dinner, in the Main Keep, tonight. A banquet, to celebrate the capture of the assassin. All soldiers and officers are invited."

You finish your meal and Brun offers to show you around the Citadel grounds. Take note of the fact that he is accompanying you and then return to entry 236, reading from where you left off.

487

The two old men who have installed themselves at the bar eye you warily as you seat yourself next to them. (Order an ale if you wish - might be a good idea if you want

to fit in. One gold piece will get you three ales, enough for you and the two codgers). "Eh oop young'un. One of them says. "What brings a young whippersnapper like yourself into these forsaken hills?"

"Just passing through," you reply. "On my way to The Ride."

"Is that right?" the other one says. "We don't get many folk 'just passing through' these days."

"Oh?" you say. "Why is that?"

"The Black Hand, of course," he replies. The other timer immediately hushes him. "'Ere, you'll get yourself knocked off, you carry on like that!"

"Ah, what do I care?" the first one shoots back. "If they don't get me, then the drink will, before too long!"

These two old timers are great company, but you're unsure how much useful information you will get from them. When talk turns to the Citadel, however, something catches your ear.

"There's no telling who killed Hawkhelm. It coulda been Zhentarim, and then again maybe not! There's more than just Zhentarim and Zhentilar in the Citadel."

The other codger nods sagely.

This piques your interest, and you inquire more about the makeup of knights in the castle. The first codger considers this. "Yes well, there's the Zhentilar warriors, obviously, but there's also soldiers representing all the Moonsea towns. Yulash, Melvaunt, Mulmaster... and I guarantee you, those warriors, if they're not affiliated with any particular order, they'll do anything to climb the hierarchy. I reckon it was one of them done Hawkhelm in."

You finish your ale, absorbing this knowledge, and finally thank the old codgers for their conversation. Your thoughts are now turning to bed, and rest.

To inquire from the proprietor about a room at the tavern, go to 217.

To leave and have a look for a suitable campsite outside, go to 561.

488

The rope, which is obviously magical, comes snaking and winding towards you, threatening to enwrap you in its coils. But at the last moment you manage to dodge out of the way of the rope, rolling to the floor and coming to your feet with your attack readied!

"Aaahhh! Don't hurt me!" the old crone cries. "Don't harm an old lady! I'm not a warrior, like you! Please, mercy!"

Will you show mercy to this devious old crone? If so go to 441.

If you would rather put an end to her scheming ways - permanently - go to 144.

489

You step through the portal, and immediately feel a strange whooshing sensation as you enter a kind of tunnel. You are flying through space and time. You awake in a wide chamber, at the end of which is a flight of stairs.

Go to 583.

490

"Very well," the man says. "I suppose I can risk that much. My name is Sir Steval Skurynd, of the Purple Dragon Knights. And now, as promised, you will tell me who you are."

By way of reply, you present the ring given you by Huon Falconhand, bearing the crest of the Knights of Myth Drannor. "I was sent by Huon Falconhand," you say. "He told me to find you, and to relate to you everything they told me."

You then begin to give Sir Steval the story as it was related to you: the ruse of the orc army crossing the ride; the secret tunnels beneath the Dragonspines; the Zhentarim plan to gain control of the Citadel, and hence the Moonsea.

Do you have the codeword *Jaezred*? If so, turn immediately to 210.

If not, continue reading below.

"Yes," Sir Steval says. "I've suspected all this for a long time. But to hear that Falconhand holds the same suspicions... it is good to hear that he feels the same."

"What to do now, then?" you ask. "Do you know who Hawkhelm's assassin might be?"

"I have some ideas," Sir Steval says. "But first, we must get you out of this cell." With that, he glances around and then takes out a set of keys. "I lifted this key from the jailer's post, but we must be quick."

Sir Steval soon has the door open, and leads you out of the cell and through the corridors of the main keep, collecting your belongings from the jailer's post. Then you journey on and eventually are led to a small, sparsely furnished room. In here are a bed and a small table.

"Rest here," he says. "In the morning I will return, and we will come up with a plan."

You thank Sir Steval for his hospitality, and settle down for the night. The day's travails have taken their toll on you, and you are soon fast asleep in the small, but comfortable bed.

Go to 550.

491

"Tell me more," you say. "What is it that you think I can help you with?"

The drow smiles and shakes his head. "It's probably best you come with me," he says.

"There's someone who wants to meet you."

The drow turns and begins walking up the passage. He has not gone ten feet when he stops by the right-hand wall and speaks a strange incantation. You see the wall shimmer and become translucent, and a passageway becomes visible on the other side. "Coming?" he asks.

Do you go with him? If you will, go to 2.

If you are suspicious of this drow and his motives, you can refuse by going to 397.

492

This strange belt worn by the troglodyte was made from the tentacle of a fearsome

monster known as a displacer beast. Shuddering, you cast the thing aside. You do NOT want to run into one of those, but it is better to be aware of their presence than not. Shaking your head in disbelief that such things lurk down here, you move to the northern exit and take the stairs. Turn to 62.

493

You start trying to fabricate a story about being a merchant from Mulmaster looking for wool traders, which has brought you up into the hills to search for sheep farmers... but these two aren't having a bar of it. "Right," one of them says. "Great story, friend. Only problem is, you're a terrible liar. Now tell us what you're really doing here, or prepare to taste steel! We won't have the likes of you sniffing round in our backyard, will we Lon?" "No indeed," the one called Lon says, dismounting. "Well, out with it friend! State your business here!" You give them a strained grin. "Well I could do that," you say calmly. "But you wouldn't like it..." Moving quickly, you prepare an attack and engage these two - obviously Zhentarim - in combat! Go to Zhentarim Fighters Combat Sheet.

494

It takes you a good while to scale down the hundred feet of spider silk rope. But gradually you reach the end - of the rope that is! Looking down, you see there is water beneath you, about a fifty-foot drop. To let go of the rope (you will need to cross it off your inventory), go to 257. To scale back up and then try to make your way back out to the path via the dragon's lair, go to 418.

495

"No... that's fine," you say. The woman nods tersely at this. "All right," she says, in a slightly strained voice. "Well..." she says, "the beast normally comes at nightfall. Are you able to stay with me

until then? You will kill it, won't you? I can't sleep at night for its howling and prowling around my cabin. I'm at my wit's end!" You're not sure about this. This is detracting from your main mission and could cost valuable hours. To make your apologies and leave, go to 14. To ask if the woman knows where the wolf might be found during daylight hours, go to 143.

496

One of the Zhentilar guards, sitting ahorse, looks you up and down idly. "The toll is 10 gold pieces, friend. You look like you can afford that." He extends a hand, holding your gaze. To pay the man and be on your way, go to 362. To take exception to this and demand to know why you should pay, go to 314.

497

(Add 1 progress point)

You follow the wide northern path, which climbs steeply up towards a mountain pass. In winter this would probably be covered with snow, but up here the air is fresh and bracing, and you toil on, working up a sweat as the road grows ever steeper. You reach the top of the pass at about midday, and the view north is spectacular. Stretching to the horizon, an endless plain extends before you: The Ride. At the near edge of it, about five miles walk due north, you catch your first glimpse of the Citadel of the Raven. An immense structure, comprised of many watchtowers linked by thick stone walls, the Citadel is the size of a city, and indeed you have heard it said that it supports a large population of artisans and commoners, who exist there to service the military population. From where you stand, the Citadel looks like the last bit of civilization before an endless trek north.

Taking a deep breath, you start down the other side of the slope, following the path which zig-zags towards a small forest. Go to 266.

498

You watch for a while longer, wondering what route you should take, and then turn to ask Pleebs what he thinks. But Pleebs is gone! Fearing the worst, you check your money pouch and are horrified to discover that you have been robbed. (Pleebs has made off with 2d100 gold pieces! If you don't have that much, then consider your entire stash of gold stolen).

When the area has quietened down a bit, you search around but find no trace of the little rascal. Sighing, you consider the issue at hand.

What will you do? Follow the trail of the unmarked soldiers heading south-east (which seems to be the opposite direction to the Citadel), or, continue the trek north on the clearly marked trail.

To continue north, turn to 61.

To head southeast, go to 17.

499

You remain seated and can hear the woman rummaging around in the back room, looking for something. "Where did it get to... just need to... ah!"

A moment later the woman reappears at the door, but it only takes a second for you to realize it is not the same woman who went in! The young redhead is now transformed into a wizened old hag, and something is flying towards you... what looks like a length of rope!

Make a dexterity save, DC 15. If successful, go to 488.

If unsuccessful, go to 35.

500

Make a stealth check, DC 10, taking note of success or failure, then go to Orc Combat Sheet.

501

You move slowly along, placing your feet as carefully as you can. But suddenly, to your horror, you feel a section of the ledge giving way beneath you! As you fall, you grab for the ledge but only end up taking more of it with you.

Falling quite a distance, you hit the water and go deep under. The weight of the waterfall pushes you down and you are rolled downstream like a piece of flotsam.

Just as you think you are about to drown, you get free of the rapids and are able to paddle to shore.

Your provisions and any perishables are ruined. Remove them from your inventory. Gradually regaining your breath, you pick yourself up and survey the situation. The ledge is now impossible to traverse, and you don't think you'd have the nerve for it even if it was.

Really, there is nothing to do but return to the path that lies south of you.

Turn to 403.

502

Grumm walks back to his mountainside hermitage, then reappears a little while later fully equipped. Well, as equipped as a barbaric type such as Grumm ever is; he has his greataxe slung over his shoulder.

"Let's go," he says simply, and the two of you start up the gorge that Grumm called Nilythra.

(Add 1 progress point)

Grumm tells you the ogre's cave is about an hour away. He relates the history of the area to you as you walk. "Sarphil was founded by Nilythra Namarforge," he tells you. "A huge underground dwarven kingdom, stretching all the way from Mulmaster to the Dragonspines. And we found much precious

ore, and gems." Grumm falls sombre now. "But as so often happens with the dwarves, we became too greedy, and were too few to defend what we had seized." He pauses and casts a glance at you. "In the end, it was drow... and duergar. They joined forces, and took it all from us. And so, we came above ground." He waves a hands at the mountains. "We're scattered across these Dragonspines. Thousands of us, living in abandoned halls, the ruins of our ancestors. Some are still below, but many are above. We don't have much left. Hence my desire to oust this bloody ogre!" You nod. "Well, I'll do what I can to help." "Glad to hear it, traveller." Go to 158.

503

(Add 1 progress point)

You walk for a long time, wondering to yourself if you are on the right track. A strange purple phosphorescence lights your way, and here and there the tunnel narrows, almost to the point of having to walk sideways! But then at other points it widens considerably, and you see pickaxe marks where mining has gone on recently. At least two hours pass when suddenly, to your surprise, you emerge in a great, cathedral-like chasm that stretches southwest-northeast. The same phosphorescence covers the walls here, bathing this massive space in an eerie glow. You take a few moments to adjust to this new concourse, perhaps eating some rations, and then decide that northeast is the direction to go in. That's the direction in which the Citadel lies, if you are not mistaken. Taking a deep breath and hefting your pack, you start down the wide chasm. Turn to 293.

504

(Add 1 progress point)

The landscape grows drier to the point where all foliage disappears, and the path climbs

steadily upwards. The air grows colder too, and you sense that you are approaching the high peaks of the Dragonspine Mountains. Suddenly an old man appears on the path ahead, and he doesn't look to be in a good way. With one leg missing, he hobbles along on an old crutch, using his only arm as support! Fortunately the arm and the leg are on opposite sides, otherwise he wouldn't be able to get very far.

The old man comes alongside you.

"Afternoon, young'un!" Now that he is alongside you, you see that his hair and beard are a mess, woven through with twigs and leaves. You can also smell the old coot - he smells as if he hasn't bathed for weeks. Months, even. Not only that, but he looks malnourished, as if he hasn't eaten a decent meal in a long time.

"Eeh, what brings you this way? Dragons, is it? Looking for some wyrmling eggs, no doubt, eh? We get a lot of poachers up here, I can tell you that! Well, you'll have no joy while I'm still breathin', young'un!"

The old man prattles on incessantly, and you are beginning to find him annoying!

To insist you are no poacher and are not interested in dragon products, go to 331.

To try and walk faster so you can get away from this annoying old coot, go to 214.

505

(Add 1 progress point)

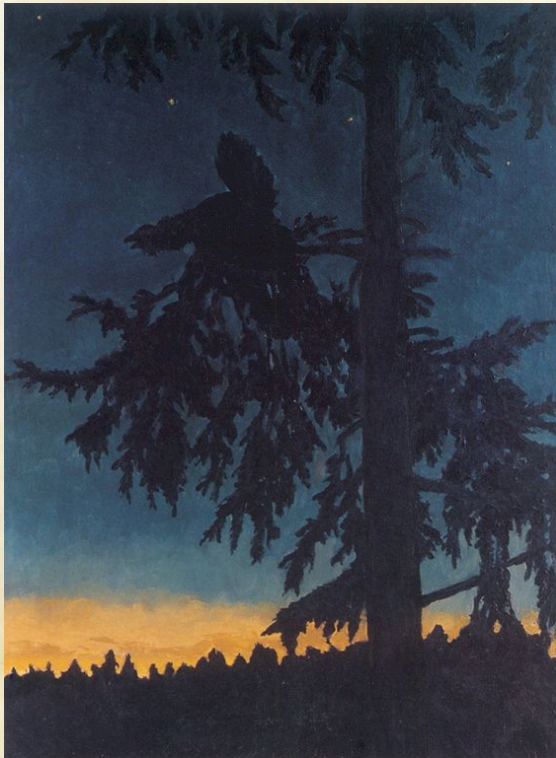
You trudge on up the path through the grasslands. Wild grass and pine trees grow tall, and you get the impression that the path is little-used. This part of the Dragonspines feels deserted, forgotten... the perfect place to conceal an entrance to a hidden tunnel. Ahead to the north, a black stone tower looms, and you wonder what lurks there. But for now, the hour grows late, and the moon comes out. The tower, if you are to explore it, will have to wait until tomorrow. You begin searching for a place to rest.

Your first day in the Dragonspines has been a long one, and you have been walking for

hours. Fatigue creeps into your bones and muscles - you *must* rest now.
 A little way off the path, you find a flat area where you push down the thick grass, forming a kind of bed. It's actually quite comfortable. Preparing yourself for a night of good sleep, you lie down and, after eating provisions and making any preparations that you wish to, you soon fall into a deep slumber
 Roll a d100.

If you score 1-29, go to 37.

If you score 30 or above, go to 447.



506

Not eager to engage with whoever is in the house, you climb the fence and make your way into the field, picking your way through rows of cabbages and pumpkins.
 Roll a d20+3.

If the result is equal to or higher than your AC, go to 197.

If lower, go to 381.

507

It takes some time, but your patience pays off. You disassemble the mechanism and remove the trigger.
 Then, carefully, you ease the door open and peer inside.
 Turn to 218.

508

Inspecting the door frame, it doesn't take long for you to discover a tripwire made of hair-thin metal. Carefully stepping over it, you enter the room and begin to look around.
 Turn to 128.

509

Ignoring the voice - you have a feeling it can't be trusted - you survey the cave, considering your options.
 To check the small chest, go to 457.
 To inspect the Wyrmling carcass, go to 566.
 Or, to leave and continue north, go to 212.

510

You see a section of the floor that just doesn't quite look right. Clearing dust away, you see the outline of what looks like a pit trap, concealed underneath the dust of the smooth floor of the passage.
 The trap appears wide, too; about fifteen feet across, and it spans the passage from wall to wall. If you are not mistaken, it looks like plates, possibly folding inwards. Only the gods know what lies underneath! Spikes, a pit of acid, an endless void... you shudder to think.

To attempt to jump, or to fly over the trap, go to 238.

To attempt to intentionally trigger it, go to 514.

511

Make an investigation check, DC 16.

If successful, turn to 69.

If unsuccessful, turn to 230.

512

You tell Pleebs that it's fine if he travels with you, and he seems overjoyed at this news. "Ah yes, I'll take you to my village, yes, fine folk they are there my friend, you'll be welcomed, treated like a king, yes!" Pleebs gathers up his things and is ready to go. If you still want to examine the small chest or wyrmling carcass, you may do so. Take note of this entry number and return here once you are done investigating those things. To investigate the wyrmling carcass, go to 566. To investigate the small chest, go to 457. Or, if you are ready to depart with Pleebs, go to 404.

513

Suddenly you feel a horribly sticky sensation on your face. You have walked into a web of some kind!
Make a dex save, DC 12.
If successful, go to 155.
If unsuccessful, go to 545.

514

Gingerly you move forward and touch the trap with an outstretched foot. But nothing happens. Perhaps it is controlled by a glyph which you need to pass, or by a certain amount of weight being present on top of the thing.
Either way, the only way forward now is to attempt to jump or fly over it. You may have some other solution in mind also. Whatever the case, go to 238 and play through that check as you see fit.

515

Quickly you check the bodies of the dead Zhentarim. You find 35 gp between them and a bunch of letters from one of their commanding officers. Quickly scanning them, you find mention of something referred to as '*the coming offensive*' and you realize that what Huon Falconhand said was all true. The Zhentarim are planning to take

the Citadel, and you need to get moving again as quickly as possible!

Dumping the bodies off the side of the track, you stay long enough to check they are out of sight, then strip the horses of their saddles and reins and slap them on their rumps. They gallop off south down the track, no doubt headed for the grasslands below. Shouldering your pack once more, you turn and face the track that heads up into the mountains with a newfound determination. You put your head down and stride on, ascending towards a patch of forest ahead. Turn to 225.

516

The one who accosted you in the bushes begins to chuckle to himself at your preposterous story, and he turns to look at his companion. "We've got a right one here, eh?" he laughs. Finally you finish your rant and he tosses you a coin. "Here you go, old chum. Go buy yourself some sense, eh?" And the two riders depart, leaving you, the fool, beaming stupidly at their backs as they disappear.
How did they fall for that one? Add 1 gp to your inventory. You shoulder your pack and turn to look at the track ahead. Wondering at your good luck, you put your head down and trudge onward up the narrow path towards a small forest that lays over the hills ahead. Turn to 225.

517

Your heart sinks. That was your last chance to get into the Citadel. You will not be able to enter in time to stop the Zhentarim plot, and you have failed in the quest given to you by Huon Falconhand!
But this is not the end! Roll up another PC, and try the quest again. Only you can stop the Moonsea from falling into peril!

518

Grasping the simple iron doorknob, you turn it to check if it is locked.

As you do this, you hear a catch being triggered, and quickly try to jerk yourself out of the way.

Make a dexterity save, DC 15.

If you are successful, go to 23.

If you are unsuccessful, go to 368.

519

Taking a deep breath, you grasp the doorknob, well aware of what you are about to attempt. Simultaneously, you turn it and drop out of the way, just as you hear the mechanism trigger.

Make a dexterity save, DC 15, with advantage.

If you are successful, go to 23.

If you are unsuccessful, go to 368.

520

You stay utterly quiet, watching with one eye slightly open. Finally, you see the unknown figure approach your bedside. As they near you, you see they wear a deep hood.

The figure raises a long, thin blade, which seems to be coated in a viscous liquid. They are about to bring it down, point first, into your chest! But you have other ideas.

Make a dexterity check, DC 11, to see if you can surprise this assassin!

If successful, go to 180.

If unsuccessful, go to 411.

521

Your ranged attack catches the lead undead monk square in the face, and he releases his hold on the ladder, falling backwards and taking the others with him! They fall in a pile at the base of the ladder.

This would be an ideal opportunity to flee! To quickly jump down to the landing below and flee, go to 149.

Do you have any means of creating fire, either normal or magical? If so, go to 246.

Or, you could fire another ranged attack at them while they are down. Go to 224.

522

Slowly you turn and come face to face with a tall, slender warrior: a drow, with shoulder length white hair and piercing blue eyes.

When he sees that you are not going to attack, he lowers his blade.

Go to 187.

523

You make your way onward, toward the sundered mountain which gradually increases in size until it fills your whole vision. The strange rock formation towers above you. Traversing this gap in the mountain will be risky. There is nowhere to hide within this narrow ravine. If someone enters at the other end, it will be difficult, nigh impossible, to move out of sight. However, from what you can see, it is the quickest way forward... going around the mountain will take at least twice as long.

To move into the ravine, go to 118.

To go east around the mountain, go to 59.

524

The voice from the stone resounds in your head once more, and there is a note of urgency in the tone. "You must go beneath the Citadel now! Rassendyl is imbuing himself with potency from the Mythal Font! If he succeeds, he will be near impossible to defeat. And he has help too, a Zhentarim mage. Hurry!"

Masonry falls from the arches and pillars around you as you descend the stairs of the main keep towards the levels beneath the Citadel, hot on the heels of Sir Steval. "The Citadel is falling!" you hear someone shout, but pay no attention as you fly downwards, taking the stairs three at a time. Another shock jolts the ground, and ahead, you see Sir Steval lose his balance and fall forward down the stairs. He quickly picks himself back up and keeps running, face set in grim determination.

Soon you are within tunnels hewn from the rock on which the Citadel rests, and the

shaking seems to subside. Sir Steval puts a hand up. "Slower now," he says. Ahead, you see a chamber.. a strange light emanates from inside, alternating between green and purple... Cautiously you approach. Go to 390.

525

The door swings open and you enter cautiously, peering around the interior of the room.

"Why do you enter here?" a voice whispers in your ear, giving you a start.

There is some unseen presence in this room! To attempt to strike this presence, go to 481. Do you have a bag of flour? If so go to 152. Do you know the spell See Invisibility? If so, go to 430.

To try and answer the voice, go to 400.

526

You can't tell what the stench is, but it is vile enough to make you gag. You continue along, eager to get away from it as soon as possible. Go to 361.

527

Moving amongst the large boulders and towering fungi, you do not see the creature until you literally run straight into it; a huge, shambling juggernaut of a thing, quietly moving about the fungi and devouring the pink mushrooms that grow here. Recoiling in horror, you see that some of the slime of the creature, which it appears to secrete from its pores, has attached itself to your hands! It is acidic and starts to burn, and you frantically fumble for your waterskin to try and wash it off. Roll a D20 with advantage and subtract your AC. Deduct the remainder from your hp. Cursing at your carelessness, you watch the docile fungi-eater shamble off before moving on yourself, heading towards the north wall. Hopefully you can find an exit there. Turn to 422.

528

(Add 1 progress point)

You walk for another hour, and the air grows warmer as early afternoon sets in. The landscape grows dry, and strange rock formations begin to crop up all around the place. The path twists and turns at the bottom of deep ravines, through mountains which tower above you on either side.

Suddenly you see a cave mouth ahead, and your heart jumps into your throat. Could this be it? The entrance to the secret tunnels?

Cautiously you edge forward, but due to the way the cave is formed, you cannot see more than a few feet inside. As you near the opening, you see that there is another route up the slope, bypassing the cave mouth.

Crudely chiselled stairs climb steeply towards a high saddle, a mountain pass. You cannot see any mountains beyond this pass - are you near the highest point of the Dragonspines? Possibly.

What to do?

Will you creep forward and investigate the cave? Go to 72.

Or, will you ignore the cave and instead take the stairs leading up towards the mountain pass? Go to 471.

529

You enter the shaded, cool interior of the tunnel, and sights and sounds of the open grassland disappear behind you.

As you push further on down the passage, light from the entrance begins to fade. Ahead you can see that the passage opens into a large cavern.

As the breeze and birdsong of the Dragonspines fade, other sensations take their place; the rush of an underground stream, somewhere nearby; the smell of moss and wet stone; the weight of all the earth above, pressing down as the roughly-hewn passage gradually burrows down under the Dragonspines.

This must be it, you think to yourself. This must be the entrance to the secret tunnels.

You enter a large cavern, cathedral-like in its dimensions, and take stock for a moment. A little light from the entrance filters in here, but ambient light is otherwise scarce. Moss and lichen grow around the walls, fed by moisture which seems to seep from the rock itself. Perhaps this area is rich in underground aquifers and streams. You also know that moss is a good food source for all sorts of creatures. Tales of subterranean monsters flood your mind, and you quickly check your weapons and other equipment, making sure nothing is amiss; no, everything is present and accounted for.

Glancing around, you see no exits other than the one you entered by, and your heart sinks. Perhaps this isn't the entrance to the tunnels, but just some cave.

To have a closer look at the subterranean plant life, go to 297.

To search around the walls of the cavern for possible secret doors, make either an investigation or perception check, then turn to 205.

530

You scale the hill and are soon standing at the base of the forbidding black tower. Even though the sun is climbing into the sky, this tower somehow still seems cloaked in shadow.

A wooden door stands before you, set into the stone wall that ascends high above.

Will you try the door? If so, go to 518.

If you would like to investigate the area around the door first, go to 97.

531

The drow approaches the southern wall of the chasm and to your shock, appears to walk straight *into* it. This perplexes you at first until you come closer and see that there is an opening there, cleverly concealed through a simple optical illusion. You walk through the opening into a passage lit by the same purple phosphorescence that was present in the chasm.

You walk southeast for some time. As you walk, the drow introduces himself as Urldyn Rilzyng, member of the drow cult known as Jaezred Chaulssin, dedicated to freeing drow from mindless slavery to the spider goddess Lolth. Exiles from drow society, the Jaezred Chaulssin work in the shadow; in fact, another name for them is the House of Shadow. Their ranks are made up of drow descended from a shadow draconic bloodline, and they worship Vhaeraun as their deity rather than Lolth.

You estimate that you walk for about half an hour before Urldyn turns suddenly east. This passage goes a short way and then descends some stairs, ending in a thick wooden door. Urldyn raps sharply on the door, seven times, then pauses a long time, and knocks again, thrice.

The door is opened, and a female drow stands on the other side. Slender and clad in tight-fitting black clothes, she regards Urldyn then looks over his shoulder and regards you closely. Then, wordlessly, she turns and retreats into the room, leaving the door open. Urldyn beckons for you to follow him, and you both enter the room. Like the passages you have been travelling through, this room is lit by phosphorescent rock, and is quite large. A round table sits in the centre of the room, and in the corner is a small shrine containing an idol representing a symbol you have not seen before. Weapons adorn the walls, and several drow watch you as you enter, standing beside Urldyn. And one other - a human, an older man, with the look of a hardened veteran. He regards you closest of all.

Urldyn introduces you to the group, telling them your name and any information you have divulged about yourself. The others listen quietly as details of your meeting are outlined.

The female drow comes forward and stands no more than two feet away from you.

"Welcome, stranger," she says tersely, as if forcing the words out. You get the distinct

impression that friendliness does not come easily to this one. "I am Merinyon Zauret, and I lead this band of loyal Jaездred Chaulssin." She inspects you closely, from head to toe, and you hold your anger in check. "Strange as it may seem, we have need of you. It seems our purposes are perhaps... aligned in some way." "Go on," you prompt her.

Turn to 253

532

The pit itself widens beneath the passage - it is about 15 feet each side. Around the pit are four gates leading into it. As you watch, they all start to rise as one, triggered by your arrival. Glancing up at the pit's edge, you see that you are about 12 feet down. There's a possibility you could get yourself out of here. Quickly you stand and ready yourself for whatever is to come through those doors... and then you see it: a black hairy leg, tentatively feeling its way forward. Then from another gate, more legs, and a heaving, black body, sharp black pincers and a multitude of eyes... Then a third joins them! You are faced with three giant wolf spiders, and suddenly it becomes clear why it was so easy to get through that secret door.

Will you spend an action trying to get out of the pit? If so go to 467. (This will be made easier if you have some sort of aid to escape, such as a grappling hook with rope or a Potion of Flying).

If you don't want to risk giving the arachnids an opportunity attack, go to the

Spider Pit

Combat Sheet

and do battle with these hideous beasties!



533

The old crone has a huge amount of bizarre ingredients on her shelves, but one thing that catches your eye is labelled *Potion of Fate*.

"What is this?" you demand.

"Yes, take it, please, take it! It will let you call on the gods of fate to smile on you."

This potion will grant you the blessing of the gods of fate, allowing you to reroll any attack roll, check or saving throw that you wish. Add this to your inventory.

With a final glance at the hag cowering on the floor, you leave, rejoining the path north. Go to 349.

534

Suddenly you feel a sharp piercing sensation in your leg, and you look down to see that a tendril of the thorny bush has wrapped itself around your leg! You quickly struggle to get free.

Make a strength (athletics) or dexterity (acrobatics) check, DC 15.

If successful, go to 547.

If unsuccessful, go to 564.

Do you have any Natton's Noxious Weedkiller? If so, go to 306.

535

Rassendyl attacks Urdyn again, if he is still alive. Otherwise, he attacks whoever he perceives to be the greatest threat unless that attack would provoke an attack of opportunity. The greatest threat is whoever out of you and Merinyon did the most damage. If Rassendyl went first, he attacks whoever is closest.

Rassendyl gets two attacks each round (see 'Extra Attack' feat). Roll two longsword attacks against the unlucky target! (d20+6 to hit, 1d10+3 slashing damage).

Now beset on all sides, Rassendyl will use his action surge and cast Blade Ward on himself. This gives him resistance to all bludgeoning, piercing and slashing damage dealt by weapon attacks until the end of his next

round. You must put this lethal fighter down as quickly as possible! Go to entry 175.

536

(Add 1 progress point)

Adjusting your Zhentilar livery as you walk, you approach the door which opens out into the wide passageway. Soon you stand at the double doors, and it takes some effort to hide your surprise as you enter into a cavernous room filled with beds and tables - a kind of combination mess hall and dormitory.

Adjoining this room you see a kitchen where large pots are being stirred in preparation for a meal. The room contains about 35-40 Zhentilary soldiers of all races, and all engaged in different activities. A few of them greet you as you enter.

"Get yourself a bed over there, soldier," one says, pointing at a desk. "Afternoon meal will be ready soon!" comes the shout.

You daren't ask any questions of these soldiers for fear of giving yourself away, but it is obvious that they are preparing for something. Some sort of maneuver perhaps. Then, an announcement. A senior-looking officer stands at the front of the room and motions for silence. "My loyal Zhentilar!" he says. "The time is almost upon us. Our fierce leader Rassendyl has said that he will make the final move tomorrow, and that we should be ready to move on the Citadel with haste. Now is the time, friends... the time when Lord Manshoon shall take control of the Citadel once and forever!" A raucous cheer goes up around the room, and you add your voice to the chorus; if you did not, you would instantly be spotted.

Some time later, you take the opportunity to slip out, and you instantly take the sending stone from your backpack. Grasping it tightly, you relay everything you saw and heard to Merinyon, who listens on the other end.

"This is valuable information," she replies.

"The Jaezred Chaulssin will stop this force from proceeding to the Citadel."

"How?" you ask.

"Never mind that, traveller," she assures.

"You just focus on your task. Rest assured, they will cause no trouble."

Shuddering at the menace implied in her words, you quickly get yourself away from this area and consider your next action.

To visit other areas around here, return to Entry 108 and choose another destination.

Or, to continue north, go to 426.

537

You start down the path towards the homestead that sits at the side of the fields. As you approach, you can't help but notice how quiet it looks. Is anyone even home?

You make your way up the dirt path, searching for signs of life.

Roll a d20+3.

If the result is equal to or higher than your AC, go to 197.

If lower, go to 450.

538

You easily smash the lock - it wasn't even attached to the lower half of the chest - then step back and lift the lid with the tip of your weapon, not sure what to expect.

There is a brief moment where nothing happens... and then, a little head pops out above the edge of the chest!

"Oh! Hello!" says the head, which although small, is exceedingly ugly. One of the ugliest you've ever seen, in fact. "Thank you for freeing me!" the thing says, then stands. It is definitely humanoid, but unlike any humanoid you have seen before. "I thought I was going to be trapped in there till the end of my days!" The thing stands about two feet tall and looks something like a shrunken goblin, but with bulbous green eyes and skin that looks like old leather. It lifts a bag out of the chest and begins rummaging around in it. "Nasty poachers!" it continues. "They locked me in there when I caught them in the act... oh, so sorry, I just realized, I haven't introduced myself! Plebs is the name."

You're probably wondering what I am. Yes, well, my kind is rather rare. I'm a boggle, as it happens."

"Poachers locked you in there?" you ask.

"But the lock wasn't even attached!"

Pleeb's gazes at you uncomprehendingly. "Is that so?" he asks. "Oh well. Anyway," he goes on, hefting his bag onto his back, "I need to make my way home, to my village. Would you... would you mind if I travelled with you? Are you going north?"

How will you respond to this talkative little character?

"Yes, you may travel with me." Go to 512.

"No thank you, I'm afraid I can't take a companion." Go to 48.

Or perhaps you would like to make an insight check? Roll insight, DC 13. If successful, go to 461. If unsuccessful, go to 394.

539

Hidden within the bushes, the passing stranger is absorbed in his merry song and does not notice your presence. You wait until he is gone and then emerge, heading north through the forest once more.

Turn to 350.

540

The mention of the word "ogre" stops you dead in your tracks. You turn and walk back to where the dwarf is standing.

He greets you with a brusque nod.

"Afternoon, traveller," he says. "I thought that might get your attention. Welcome to the Nilythra Gorge. What brings a lone adventurer such as yourself up into the high reaches of the Dragonspines?" Not waiting for an answer, he introduces himself. "I am Grumm, son of Krumm Dourhand, and warden of this gorge." He waves a hand at the structure sitting up the slope. "My brothers and I live here, still clinging to the remnants of our great realm of Sarphil that once ran everywhere beneath these mountains. Now all we have left are

remnants of what was - a few mining tunnels, a chamber here and there. Most of our old kingdom has been overtaken by the denizens of the deep." He goes quiet and thinks for a moment. "Perhaps, traveller... perhaps you can give us some small assistance, in return for passage through the gorge."

How will you respond?

"I need no-one's permission to pass through here. My mission is of utmost importance to the realm, and you will stand aside and let me through!" Go to 410.

"What assistance do you require?" Go to 294.

541

On the path ahead, a figure appears, a man dressed in travelling clothes and pulling a small hand cart, laden with wooden crates. A broad grin breaks out on his face when he sees you.

Turn to 186.

542

From amidst the trees, three small, feral-looking humanoids emerge! They quickly rush you, mouths slaving and chattering madly. The high-pitched sound of their demented screaming is enough to drive you insane!

You must do battle with these creatures immediately! Go to Gibberling Combat Sheet.

543

You make your way over to the far wall as stealthily as you can, aiming to get in front of the cloaker spider's entrance without it noticing.

Make a stealth check, DC 12.

If successful, go to 576.

If unsuccessful go to 323.

544

Weaselbreath is quite the conversationalist, it turns out, and knows a lot about these caverns. "There's troglodytes, they roam the chasm frequently," he tells you. "And the

horrid eyeball things. Stranglers. Keep a watch out for those, and be sure you don't meet their gaze! Oh, and Zhentilar of course. Humans, I mean."

"Zhentilar?" you ask, your interest piqued.

"Yes, definitely," Weaselbreath replies.

This news is a revelation; perhaps you are on the right track.

"Does this chasm connect to any tunnels?"

you ask the little goblin.

"Oh yes," he says. "Another few miles ahead.

In the north wall of the chasm, you'll see the entrance to a tunnel. Humans down there.

Barracks for their soldiers and whatnot. Oh well, this is where I leave you!" Weaselbreath indicates an opening in the south wall. "My village is that way. Luck be with you, stranger!"

Thanking Weaselbreath for the information, you find yourself once more alone in the dimly-lit chasm. Go to 293.

545

You try in vain to get free of the cloying fibres, but the more you struggle, the more the web wraps you in its gossamer strands. You watch in horror as the spider-like creature closes in. It walks upright, pincers opening and closing threateningly.

Roll a d20+4 with advantage.

If the result is equal to or higher than your AC, go to 125.

If lower, go to 290.

546

You prepare your attack on the vicious vine. Go to Assassin Vine Combat Sheet.

547

You are clear of the vine's grasp for now, but it is upon you. You must do combat with this savage shrubbery immediately!

Go to Assassin Vine Combat Sheet.

548

You take out the vial that Kuthrix gave to you, containing the nasty little Muck Weevils. With a wide grin on your face, you

empty the bugs into each one of the barrels and crates containing the supplies meant for Manshoon's soldiers. Chuckling all the while, you wish you could see their faces when they open these crates to find their food supplies spoiled! Serves them right, you think, the wretched usurpers!

This little bit of sabotage has increased your morale tenfold. Take one inspiration point and return to entry 318 to decide what you want to do next.

549

You throw the grappling hook perfectly, and it flies in through the porthole, grabbing the bars tight. Inwardly you give a shout of joy. But there will be time for celebration later, and you quickly get moving, scaling the tower wall and then squeezing yourself in between the bars. Somehow, amazingly, the tower is unoccupied and you make your way down a spiral staircase and out the door at the base of the tower. You enter a large, open area.

Go to 60.



550

(Restore all hp, spell slots and feats from your long rest).

You awake the next morning feeling refreshed, and eager to talk to Sir Steval once more.

Something catches your eye. On your bedside table is an odd-shaped stone. You are sure

wondering who is tasked with maintaining this track. Whoever it is, they have been neglecting their duties of late!

Eventually the woods thin, and you see the trees coming to an end ahead. You emerge from the forest and onto a path which forges further into the western Dragonspines.

Turn to 469.



that wasn't there the night before. You pick it up and begin to examine it, and see strange runes on its surface.

To make an Arcana check on this item, roll Arcana, DC 12.

If successful, go to 476.

If unsuccessful, go to 324.

551

Deep in conversation, the riders do not notice you, frozen like a basilisk's prey, as they pass. You wait until they are out of sight then emerge, hefting your pack on your shoulder. Trudging onward up the track, you are soon at the edge of a little forest. Turn to 225

552

Turning west you move quickly down a path which twists and dips, crossing a small stream at one point. Fallen trees lay across the path here and there, and you find yourself

553

Peering closely at the doorknob plate, you see holes sit alongside each screw. These appear to be apertures that darts of some kind are fired out of... and from what you can tell, turning the doorknob will trigger these darts! Do you have thieves' tools? If so, you could attempt to disarm this trap by making a dexterity (thieves' tools) check, DC 14.

If you are successful, go to 507.

If unsuccessful, go to 76.

Or, you could open the doorknob using the Mage Hand cantrip. Turn to 276.

Otherwise, you could turn the doorknob and try to quickly get out of the way. Go to 519.

Or, if you have had enough of this dastardly tower, you could leave by going to 232.

554

The door stands before you, damaged but still not open.

Roll a d100.

If you score 70-100, all the noise you have made has attracted unwanted attention! Go to 386.

If you score below 70, you realize that you simply do not possess the strength necessary to get this solid door open. Return to 318 and choose another option.

555

Slowly you approach the chests. They appear ancient and are covered with dust and cobwebs.

Looking closer, you see that all of them are open and have been looted, except for one: an exceptionally sturdy-looking chest made of thick metal which no-one seems to have been able to crack yet! By the looks of it, someone recently tried using a warhammer, and someone else using some sort of magical fire attack!

To check this chest for traps, make an investigation roll, DC 16.

If successful, go to 344.

If unsuccessful, go to 432.

556

You take several steps back when you see it: a huge, shambling creature, its skin shimmering and sweating like wet leather. It raises a large, disc-like eye and regards you briefly, then returns to what it was doing, which seems to be gathering fungus. It moves across the chasm floor as you watch, positioning itself on top of fungus patches, then devouring some and leaving others. It appears to be eating a kind of pinkish mushroom and leaving all others. You have never seen a creature like this before and watch for a few moments, transfixed, until it finally moves off further down the chasm.
(*cont. over*)

To try some of the pink mushrooms that the creature was eating, go to 369.

To walk further north, looking to see if there is a passage on the opposite chasm wall, go to 422.

557

The rider smiles as he draws his horse to a slow stop. "Ha, yes... I meant The Ride, of course! Just a little joke to catch out anyone who shouldn't be passing through here... Anyway, a good day to you, friend!" And he gees his horse on down the path, resuming the conversation with his companion.

You smile to yourself, happy that you were able to pass without trouble. You have learnt enough about the surrounding geography in your time here to know that The Vast is many, many miles east and south of here. The name of the land that sits on the far side of the Dragonspines is The Ride, of course. Adjusting your backpack on your shoulders once more, you keep placing one boot in front of the other, heading ever deeper into the 'Spines.

Go to 225.

558

"What do I mean? Well, everyone knows what a tyrant Manshoon is, how he rules with an iron fist! Well, someone's got to do something about it, don't they? And it would appear that someone is you, young hobbledehoy! Eh? What do you say, young stripling? On an urgent errand from the Knights of Myth Drannor? Searching out secret Zhentarim tunnels, is it?"

You have no idea who this old fusspot is, but his comments are beginning to unsettle you - how does he know so much? Is he Zhentarim? To continue to deny any knowledge of what he is saying, go to 86.

To admit your mission to the old coot, go to 3.

To push the old busybody off the path and into the ravine, go to 382.

559

You are walking along a path which passes through little patches of wood, when suddenly a foul stench assails your nostrils. Make a perception check, DC 12.
If successful, go to 82.
If unsuccessful, go to 526.

560

Looking over the wrecked construct, you search among the metal joints and mechanisms for some clue as to who sent this creature down here. Perhaps it has lurked down here for decades, forgotten by the one who created it.
Then, concealed among the springs and levers, you find it: an etching of some sort, a small clenched fist.
You search your memory - you've seen this before, somewhere recently.
Of course. It's the symbol of the Dark Lord Bane. How could you forget! You saw it multiple times when you were in Zhentil Keep.
So, this construct was placed in these tunnels by the Zhentarim, perhaps. This troubles you; the Zhentarim, with access to the tunnels of the Jazred Chaulssin?
Mulling over all of this, you move the wreckage to the side of the passage and conceal it under some rocks and rubble.
Then, pausing to listen for any more approaching enemies, you shoulder your pack and head off north once more.
Go to 255.

561

Something about staying the night in that seedy tavern doesn't quite sit with you right, and so you quietly begin searching for a suitable campsite.
It doesn't take long to find a nice flat area, as this whole section of the 'Spines seems to be sitting up on a plateau. There is a nice glade here with poplar trees and a babbling stream running through. You lay out your bedroll, and kindle a campfire in order to cook a fish

you have caught from the river. Salmon and trout lazily loll in the small pools, and even an inexperienced angler would have no trouble catching one.

After filling your belly with roasted fish you settle down for what you hope is a peaceful night's sleep.
Go to 192.

562

Bringing all your concentration to bear, you feel your body transforming as a shimmering energy coalesces around you. Your druidic powers work their magic and soon, you are a tiny creature amongst huge piles of rope. The other rat greets you with a few sniffs, and you scurry to the far side of the cave, to the shouts of your captors! Stealthy you conceal yourself in the shadows and then make your way around the wall, finally exiting via the cave entrance, your enemies none the wiser! You scurry forward towards a nearby rock outcropping, then once you are out of sight, transform back into your normal shape. Then you run, for at least an hour, losing all traces of pursuit. Finally you emerge at the edge of an expansive grassland, through which a path runs north to south.
Turn to 315.

563

Make a perception check, DC 12.
If successful, go to 216.
If unsuccessful, go to 334.
If you spoke to the old card shark earlier about this tavern, go to 416.

564

The vine's many coils wrap you tightly: you are grappled! Struggling to get free, you see another set of thick tendrils come swinging towards you like a club wielded by a giant! Roll a d20+7 with advantage. If equal to or higher than your AC, take 2d6+3 bludgeoning damage. Then, whether you are hit or not, go to Assassin Vine Combat Sheet and roll initiative.

565

Racking your brains, you come up with some false names from your past and begin to write them.

The cleric, looking over your shoulder, growls with anger.

"LIES!" he shouts. "These are nothing but false names that you write here, and now I have had ENOUGH! There is a simple way to fix the problem of your presence in these mountains!"

You feel a rough push in your back, enough to send you over the cliff edge.

Suddenly you are falling, the night air rushing past your face...

Turn to 348.

566

You move closer to the wymling carcass and begin inspecting it, from head to toe. It appears this poor beast was killed for its internal organs, as nothing but the limp skin of the young dragon remains. Either that or someone had removed the skin but had to leave it behind for some reason. If you like you could perhaps take a few dragon scales. Add them to your inventory if you wish to do so.

To investigate the small chest, go to 457.

To investigate the larger chest, go to 252.

To leave and continue north, go to 212.

567

You launch into a colourful story about your adventures in the Moonsea area, none of which are true at all... indeed, you actively try to give the impression that you are maybe a bit simple or soft in the head, and fortunately it seems to be working. The pair are smiling at you, goading you on for more detail, and you indulge them. "A real were-donkey, eh? Well, I thought I'd seen everything in Zhentil Keep, but it appears not, eh Derrick?"

His friend expresses his amazement, and they both appear to be enjoying having a laugh at your 'foolishness'.

The first man smiles down at you condescendingly. "Oh well, my friend," one of them says after they've heard enough of your story. "We'd best be getting on. Business in Zhentil Keep, you know. You take care of yourself, all right?" This is said with a healthy dose of condescension. "Yes, of course, sirs," you say, bowing your head repeatedly like an idiot. "Safe travels to you too, good sirs!" And then, they are gone. Take one inspiration point for this inspired bit of acting, and carry on to 225.

568

You check around the rune door but see no indication that it is trapped in any way.

To open the door, go to 352.

To leave this area, return to 108 and choose another option.

569

As you creep towards the middle of the chamber you finally detect the source of movement - a hideous thing lurking around the opposite wall, two eyeballs connected by a red, sinewy stalk which bends and twists as movement necessitates.

Then, to your horror, you trip on some loose rubble, and look up in time to see the eyeballs whip around to face you. They start moving towards you, glistening and eager, and you have little option but to stand and do combat with them. However, you might be able to get off a ranged attack before the thing reaches you.

Go to Lurking Strangler Combat Sheet.

570

You unshoulder your backpack and, with some effort, hurl it across to the other side. It lands safely beyond the water, and now you consider how you can get across this moat. If you are wearing heavy armour such as chain or plate mail, swimming will be impossible. If swimming is your only way of getting across the moat (which is about 25 feet wide and quite deep) then you could remove your armour and hide it in a nearby

hedgerow, where it should be quite safe.

Adjust your AC temporarily.

If you are wearing light or medium armour, you should be able to make it across without too much difficulty.

If you decide that you would rather abandon this course of action, you can still change your mind by turning to 315 and avoid exploring the tower. Otherwise, read on below.

(Add 1 Progress Point)

As you swim across the moat, you feel a strange, pleasant sensation come over you, as if you are being purified from the inside out. The water is refreshing and cool, and the dust of your travels is washed away. It also feels as if the worries of your soul and mind are cleansed as well.

You reach the far side and take some deep breaths, imbibing the smell of the earth and feeling reinvigorated. Indeed, you feel so fortified you may take an inspiration point! What is it with the water of this moat?

You may make a wisdom or intelligence check (DC 12) to discern why this water was so refreshing.

If successful, go to 480.

If unsuccessful, go to 242.

571

Something is not right... you feel, strongly, that you are not alone, that something - or someone - is stalking you, watching you...

You draw your weapon and crouch, keeping a watch on all sides, turning...

What happens next is so quick you barely have time to react.

You hear a thin whipping sound, the sound of a ranged missile coming at you, but you can't see where from!

Make a dexterity save, DC 16, at disadvantage.

If you are successful, go to 213.

If unsuccessful, go to 39.

572

You continue ahead on the path, giving your weapon a quick check to make sure it is within easy reach, but not stopping or hiding, or in any way signifying that you shouldn't be here, walking along this path, exactly as you are.

The voices increase in volume, and then, some fifty yards ahead, two horsemen appear, rounding the corner. Initially they don't see you, deep as they are in conversation (regarding the virtues of various popular pipeweeds, it seems), but then one notices you and gives his companion a nudge. They are both fully armoured and have pikes strapped to the sides of their mounts.

You have to move close to the hillside part of the track to let the riders pass. As they pass, one nods down at you. "Morning, traveller," he says. "On your way to the Vast?"

You quickly try to form a response.

Choose an answer and turn to the appropriate entry.

"The Vast? What's that?" Turn to 557.

"I am. And you for Zhentil Keep?" Turn to 206.

"No, here to scout dragon lairs, actually." Turn to 99.

Or perhaps you would like to just make up some story and rely on your natural deceptive instincts, in which case make a deception check, DC 14. If successful, go to 567.

If unsuccessful, go to 493.

573

You feel something tug at your belt, and quickly whip around to see Pleeb attempting to help himself to your money pouch!

"Oi! You little sneak!" you exclaim, and try to grab him, but Pleeb is too fast. He looks up with an expression of terror at being caught, and then turns and bolts south, back down the narrow passageway through the sundered mountain. You chuckle to yourself, thinking that he's probably on his way to get back in the chest and wait for his next target,

little rascal! Oh well, you have to admire his cunning.

Concentrating on the issue at hand, you wonder which way you should go... follow the trail of the unmarked soldiers heading south-east (which seems to be the opposite direction to the Citadel), or, continue the trek north on the clearly marked trail.

To continue north, turn to 61.

To head southeast, go to 17.

574

Your attack hits nothing but air, and is met with a mocking laugh.

"Save your energy, stranger," the voice says again, and all of a sudden you see a figure start to materialise before you. A halfling-sized humanoid, dressed in leather and with dark skin and eyes of yellow, stares at you fearlessly.

Turn to 250.

575

Approaching as quietly as you can, you make your way up to the entrance of the cave. But as you walk, your foot slips and you dislodge a pile of stones which fall down the side of the path, clattering as they roll into a ditch. You cringe at the noise, and then a moment later hear an enormous roar issuing from the depths of the cave!

Quickly you hide behind some boulders and peek out around the corner just in time to see a massive ogre appear at the cave entrance, holding a club. He is chewing on something, a piece of meat which hangs out of his mouth, and he grunts as he turns this way and that, sniffing the air, trying to find the source of the noise which disturbed him.

He stands there for a long while, looking out over the gorge, before finally giving a grunt, muttering to himself grumpily as he turns and heads back inside.

You consider your next course of action.

To retrace your route and see if you can find that dwarf again, go to 402.

To leave the cave and take the stairs up to the mountain pass, go to 471.

576

You quietly move in front of the Cloaker Spider's entrance hole. You hold your breath, waiting. Then, in a flash, Weaselbreath appears from behind the boulder, doing a combat roll on the ground (you're not sure if this is necessary) and then comes to his feet with his 'net bow' at the ready. He fires, and the largish metallic sphere comes whistling towards you, missing your ear by a couple of inches. It hits the wall behind and you get out of the way quickly, watching as a net explodes from the sphere. The net begins moving instantly - something is definitely in it, and Weaselbreath whoops in triumph.

"Yes! Yes! Oh, thank you, friend!" He runs over to the net and produces another strange-looking instrument. You crane over his shoulder to get a view, and now the Cloaker Spider has become visible. It looks like any other large spider, but with a strange purplish colouration at the bottom of its abdomen. Weaselbreath applies the instrument to this area and is soon filling vials with the purplish serum. When he is done, he turns to you, holding a vial full of the thick, viscous liquid, which glows with a purple phosphorescence.

"Here," he says. "This is yours." Unless you'd rather have the money."

"What does it do?" you ask.

"Well, it's good to keep you invisible for a little while. It creates a cloak. But as soon as something physically breaks that cloak, say if a weapon hits you, or you fire an arrow, then the cloak drops."

You may take the vial of serum, or you may take the money Weaselbreath is offering, 150 gold.

Weaselbreath informs you he is now travelling back to his village, and will be walking northeast down the chasm.

Will you walk with him? If so, go to 544.

If you would rather travel alone, go to 267.

577

Two lizardmen - troglodytes - pass you. They are deep in conversation, however, and do not notice you.

Soon they have passed you and exited the staircase into the cavern.

You wait until they are out of earshot and then climb the remaining stairs to the top.

You emerge in a passage running east-west. Turn to entry 318.

578

You push the mage hard in the chest and back away, foiling her magic touch attack. Shannah then seems to move at blinding pace once more, and turns her attention towards Merinyon. Whirling her blade at the rogue, she attempts to run the drow through.

Roll a d20+5 for this longsword attack on Merinyon (AC 15). If it hits, Merinyon takes 1d8+5 damage. Then, proceed to 579.

579

Make your attack on Shannah, and then have Merinyon make her attack as you see fit.

Is the mage still alive? If so, go to 436.

If not, go to 81.

580

You reach out to grab at the branches, but to no avail. They are either too far away, or you cannot grab hold of them, but either way, you realize you are doomed.

Finally you close your eyes and submit yourself to the will of the gods.

The ground rushes up to meet you... then darkness falls.

Your adventure ends here, sadly. But this is not the end! Go and roll up another PC and give this adventure another shot! After all, the fate of the Moonsea rests in your hands!

581

Make attacks for yourself, and your allies who are still alive, against Rassendyl's AC 16.

If Rassendyl is still alive, go to 333.

If he is dead, go to 589.

582

You wonder what might have caused this plume of smoke... the beginnings of a forest fire perhaps?

Do you want to continue ahead? If so, turn to 179.

Or you could continue up this rise, and over the ridge to avoid this area completely. Turn to 22.

583

You are in a wide chamber, at the opposite end of which is a flight of stairs.

Moving closer to the staircase, you see that it ascends to a narrow hallway, and you quickly make your way up, noticing that the passage is well-maintained and lined with torches.

It doesn't take you long to navigate through a series of passages and stairways up into a large keep where Zhentilar soldiers and officers throng in wide hallways, hurrying to and fro. You have arrived at the Citadel of the Raven, and have ascended up into the Main Keep from below!

Not wanting to linger among these Zhentilar for too long, you find an exit and soon emerge in a wide open area.

Find the map titled *Citadel of the Raven: South Compound*.

You are standing in the middle of a huge, bustling market, ringed with tents. Civilians and soldiers move here and there, inspecting the wares on display.

Directly beyond the market, a huge stone keep sits, the banners of all the Moonsea cities flying over her battlements.

To your northwest, past the market, a large temple is visible, and to the northeast is a long building which looks like it could be a barracks. Turn to entry 60.

584

You hear footsteps coming your way, quickly! Something is approaching, but is just now beyond sight.

You may ready an attack, but there is no way of concealing yourself in this passageway unless you possess a potion or spell to make yourself undetectable. If you do have such a potion or spell, you may either use it to gain advantage on your first attack, or to let the soldiers pass (in which case proceed to entry 254).

Suddenly, in the northern passageway, two Zhentilar soldiers appear!

"Hey!" one shouts. "You shouldn't be in here!"

Place your PC's token by the south door of the west tunnel. The guards are 60 ft north. Using the map you are currently on, battle these two Zhentilar!

Go to Zhentilar Guards 1 Combat Sheet.

If you are victorious, go to 425 (not 189 as specified on the combat sheet).

585

Roll damage for your ranged attack.

If it equals or exceeds 12 hp, go to 521.

If it is lower, go to 243.

586

You tell Sir Steval of the Jaezred Chaulssin, and how Hawkhelm was lured into the tunnels below the Citadel and assassinated there by Rassendyl Oumldolfin.

Sir Steval says not a word as you relate this story. When you are finished, he looks away and is silent for some time.

"I knew it," he breathes. "Or at least I suspected that Rassendyl was the true culprit." He looks around furtively. "We'll act on this information tomorrow," he whispers urgently. "In the meantime, we must get you out of sight, so you don't arouse suspicion."

"Shouldn't we act now?" you ask. "Confront Rassendyl with his crimes, throw him in prison?"

"No!" Sir Steval hisses. "He is surrounded by his fellow Zhentimar and Zhentilar. Too many allies. Tomorrow we will make our move... we will catch him when he is alone."

You follow Sir Steval inside the Main Keep and then through its quiet, stone corridors. He leads you to a small, sparsely furnished room. In here are a bed and a small table.

"Rest here," he says. "In the morning I will return, and we will come up with a plan."

"We will have help," you say, and show Sir Steval the sending stone given to you by the Jaezred Chaulssin. He eyes it warily and expresses his concern, but you convince him. "Trust me," you tell the knight. "The Jaezred Chaulssin want this coup stopped as much as you do."

Sir Steval takes your word reluctantly and recommends you get some rest. "Lock this door from the inside," he tells you as he leaves. "We can't take any chances."

You thank Sir Steval for his hospitality, lock the door behind him, and settle down for the night. Before you go to bed, you hold the sending stone, and send a thought through.

"Tomorrow," you say, unsure if anyone is listening. "We take Rassendyl tomorrow."

No reply comes, and you hope that Merinyon has heard you.

You cannot wait for a reply; the day's travails have taken their toll on you, and you are soon fast asleep in the small, but comfortable bed.

Go to 233.

587

Heeding the words of the old goateed card shark, you wisely set up a trap by the door before you go to sleep. Perhaps in front of the door you set up a row of the empty goblets that you find in the cabinet at the side of the room. Or, if you are a mage perhaps you set up an alarm spell. Regardless, you certainly aren't foolish enough to go to sleep without putting some sort of safety measure in place.

Go to 563.

The soldier considers Bert's story for a long while.

Then, grimacing, he shakes his head.

"You can drive your cart in, Bert. But your "protector" here... I don't like the look of this one." The Zhentilar turns to you. "You can get down off that cart, turn yourself around and walk back to the Moonsea. It's not worth my job to let some unknown in through these gates."

Bert looks at you apologetically. "Fare thee well, young'un," he says, then whips his oxen onward and through the gates, which swing smoothly open for him.

For a moment, you consider taking your chances and bolting through into the middle of the bustling market that you can see just beyond the entrance to the compound, but you know you wouldn't last long.

Seeing no other option, you turn and walk away from the Citadel.

(Add 1 progress point)

You walk for about half a mile until you are out of sight of the Citadel gates. Then you pause, and consider your options.

Turn to entry 190.

The tyrant, Rassendyl Oumndolfin, lies dead at your feet.

His plot to stage a coup within the Citadel of the Raven is at an end.

The plans of Manshoon and Fzoul Chembryl, and the entire Black Network, have been foiled. Thwarted by a wandering adventurer, a free spirit and champion of the oppressed whose home is the road and whose roof is the night sky. The strangely virtuous order of drow known as the Jaezred Chaulssin depart immediately, but Sir Steval insists you stay, of course; he wants to lavish glories upon you, hold banquets in your honour, proclaim your glories throughout the Moonsea. But you tell him no. You are not one to draw attention to yourself, especially the wrong kind of attention. You know that the Zhentarim will be searching high and low to find who did this, the saboteur of their grand plans for domination of the Citadel and the Moonsea. And they are bound to find out sooner or later. Even after your short stay in the Citadel, you know that Zhentarim eyes still watch: Rassendyl was but one.

Resigned to your decision to depart quickly, Lord Steval fulfils the promise of the Knights of Myth Drannor and delivers you your 800 gold pieces, as promised, from the Citadel's treasury. (Add to inventory).

(cont. over)



(Advance your character to Level 4 in preparation for the next adventure!)
He also tells you that, in your honour, he will form a new order of Knights named "The Knights of the North," dedicated to protecting the Moonsea and the Dragonspines from all forms of tyranny. And as their first act, Sir Steval anoints you as a Knight of the North.

Sir Steval gifts you a fine white mare and heavy saddle.

"Can I not persuade you to stay a few days longer?" Sir Steval asks you as you load your belongings onto your mount.

You shake your head. "I never stay in one place for long, my friend," you say.

There is a long, silent pause. Your mount's breath frosts up on the air and she stamps the frozen ground, eager to be going.

"What do you run from?" Sir Steval asks quietly.

"What do I run from?" you laugh, casting a glance over your shoulder. "I don't know, Sir Knight," you reply, cinching another saddlebag into place. Your horse whinnies a soft protest at your roughness. "I truly don't know. Perhaps nothing. Perhaps, in truth, I am running towards something. Without even realizing it."

Sir Steval watches from the highest watchtower as you depart from the Citadel's northern gate. A horn is blown behind you, its note long and mournful.

"A Knight of the North rides northward!" you hear him yell behind you, and smile. Yes, north. Into the vast, empty plain. You have had enough of the affairs of men, for now.

The silence of The Ride beckons.



COMBAT SHEETS

COMBAT SHEET: ZHENTARIM FIGHTERS

ZHENTARIM FIGHTER (x2)

Human Fighter, Lawful Evil

Armour Class 16 (Chain mail)

Hit Points 12

Speed 30 ft.

STR 16 (+3)	DEX 14 (+2)
CON 15 (+2)	INT 9 (-1)
WIS 13 (+1)	CHA 11 (+0)

Second Wind If the fighter falls to 5 hp or below, they will use a Bonus Action to regain 1d10+1 hp.

ATTACKS

Pike *Melee weapon attack*, +5 to hit, reach 10 ft. *Hit* 1d10+3 piercing damage.



The warriors have dismounted and are advancing on you, pikes raised, ready to skewer you like a rat! This combat could be deadly... those pikes look vicious!

COMBAT NOTES (USE MAP 'ZHENTARIM FIGHTER ENCOUNTER')

1. Place tokens. Z: Zhentarim Fighters. PC: You. Roll initiative.
2. The two fighters move to positions 10 ft north and 10 ft south of the PC (even if this move would provoke an attack of opportunity). The Zhentarim will always stay 10 ft away from the PC, attacking with their pikes, which have reach. If the PC moves more than 10 ft away from one of the fighters, this provokes an opportunity attack from the Zhentarim fighter due to the pike's reach.
3. If you score more than 10 hp damage on an attack, make an intimidation check, DC 13. If successful, the warriors will turn and flee south, possibly provoking an attack of opportunity. It will take one full action for them to mount their horses and gallop south down the track. If they do so, you would do well to stop them or they may return with reinforcements! Make ranged attacks at their backs if possible.
4. You may flee this combat by scaling the foliage-clad hill. The horsemen will not bother following. If you are leaving melee range, roll attacks of opportunity and then flee! However, you will have to traverse a large section of rough terrain before returning to the main path, which will necessitate you taking one progress point.

♦ *If you are victorious, go to 515.*

COMBAT SHEET: ETTERCAPLING

ETTERCAPLING

Medium Monstrosity, NE

Armour Class 13

Hit Points 24

Speed 30 ft., climb 20 ft

STR 12 (+1)	DEX 13 (+1)
CON 13 (+1)	INT 7 (-1)
WIS 11 (+0)	CHA 8 (-1)

Skills Stealth +3, Perception +2, Survival +2
Senses Darkvision 60 ft, PP 10

Spider Climb The ettercapling can climb difficult surfaces, including upside down, without needing to make an ability check.

Web Walker The ettercapling ignores movement restrictions caused by webbing.

ATTACKS

Multiattack The ettercapling makes one bite and one claw attack.

Bite *Melee weapon attack*, +3 to hit, reach 5 ft. *Hit* 1d6+1 piercing damage + 1d6 poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws *Melee weapon attack*, +3 to hit, reach 5 ft., one creature, 2d4+1 slashing damage,

Web (Recharge 5-6) *Ranged Weapon Attack*, +3, Range 30/60 ft, one medium or smaller creature. The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, is vulnerable to fire damage and immune to bludgeoning damage



The ettercapling clacks its mandibles and makes a spine-chilling hissing noise as it closes in on you. Things aren't looking good!

COMBAT NOTES (Use MAP 'ETTERCAPLING ENCOUNTER')

1. Place tokens. E: Ettercapling. PC: You. Roll initiative.
2. The ettercapling fires a web attack first, moving 15 ft up the nearest tree if the attack is unsuccessful (even if it provokes an opportunity attack). If the PC has ranged attacks, they can attack as normal, otherwise they can attempt to climb up the tree where they will be able to attack with disadvantage.
3. On its next attack, the ettercapling will come into melee range and attack with bite and claw multiattack.
4. If the PC is ever restrained by the web during an attack, the ettercapling attacks with advantage.
5. You may flee this encounter by taking the dash action, heading north. The ettercapling will not follow.
6. If you win (and you have empty vials), you can make a DC 13 survival check, harvesting spider venom if successful.

◆ *If you are victorious, go to 49.*

COMBAT SHEET: SHOCKER LIZARD

SHOCKER LIZARD

Tiny Beast, Unaligned

Armour Class 16

Hit Points 13

Speed 40 ft.

STR

10 (+0)

DEX

15 (+2)

CON

13 (+1)

INT

3 (-4)

WIS

12 (+1)

CHA

6 (-2)

Damage Immunities Lightning

Senses Darkvision 60 ft

Stunning Shock Once per round, the lizard can shock a target within 5 feet. DC 12 Constitution save or the target takes 2d6 lightning damage and is stunned. On a successful save the target takes half damage and is not stunned. The shock wears off at the end of your next turn.

ATTACKS

Bite *Melee weapon attack*, +2 to hit, reach 5 ft. *Hit* 1d4 piercing damage.



The lizard seems to glow with an unearthly blue energy.... it shimmers with crackling light as it darts about your feet.

COMBAT NOTES (USE MAP 'SHOCKER LIZARD ENCOUNTER')

1. Place tokens. S: Shocker Lizard. PC: You. Roll initiative.
2. As soon as you hit the Shocker Lizard with an attack, it will deliver its stunning shock attack and then flee.

◆ *If you are victorious, you return to your grass bedding and after some time, fall asleep again. Turn to 311.*

COMBAT SHEET: SPIDER PIT

GIANT WOLF SPIDER (x3)

Medium Beast, Unaligned

Armour Class 13

Hit Points 11

Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +7

Senses Blindsight 10 ft,
darkvision 60 ft, PP 13

ATTACKS

Bite *Melee weapon attack*, +3 to hit, reach 5 ft. *Hit* 1d6+1 piercing damage and the target must make a DC 11 con save, taking 2d6 poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.



Pincers clacking and myriad eyes glistening, the hideous arachnids advance on you.

COMBAT NOTES (USE MAP 'SPIDER PIT ENCOUNTER')

1. Place tokens. S: Wolf Spiders. PC: You. Roll initiative for yourself and once for all the spiders.
2. The spiders move to surround you on three sides, two of them flanking you to gain advantage on their attacks. As there is not much room, this is fairly easy.
3. After two rounds of combat, you see arrows flying into the pit, piercing the spiders from above! A mysterious stranger has appeared, and, although you can't see them yet, you are grateful for the help. Roll initiative. You will find the stat block on the next page.
4. You may flee this combat, but it will require you to take any attacks of opportunity, and then take an action to make an athletics check, DC 13. If unsuccessful, this will grant a free attack to any spiders still within the pit. If successful, progress to Entry 193. The sides of the pit are constructed in such a way that it is impossible for the spiders to climb up and out, but you are able to hoist yourself out with some effort.

◆ *If you are victorious, turn to 193.*

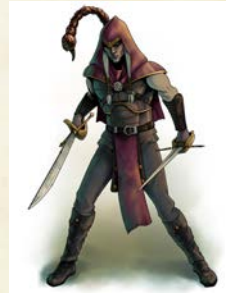
URLDYN RILZYNGE (NPC)

Drow Rogue (Thief, Level 2), CG

Armour Class 14 (Leather armour)

Hit Points 18

Speed 30 ft.



STR 10 (+0)	DEX 17 (+3)	CON 13 (+1)
INT 14 (+2)	WIS 8 (-1)	CHA 13 (+1)

Senses PP 11

Skills Acrobatics +5, Deception +3, Insight +1, Perception +1, Sleight of Hand +7, Stealth +7

Saving Throws Dex +5, Intelligence +4

Languages Common, Elvish, Abyssal

Sneak Attack Once per turn, Urdyn can deal an extra 1d6 damage to one creature hit with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Urdyn doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of him, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Expertise Sleight of hand, Stealth

Cunning Action Urdyn may use a bonus action to dash, disengage or hide.

ACTIONS

Rapier *Melee weapon attack*, +5 to hit, range 5 ft, one target. Hit: 1d8+3 piercing damage.

Shortbow *Ranged weapon attack*, +5 to hit, range 80/320 ft., one target. Hit: 1d6+3 piercing damage.

COMBAT SHEET: LURKING STRANGLER

LURKING STRANGLER

Tiny Aberration, LE

Armour Class 16

Hit Points 11 (2d8+3)

Speed 5 ft., fly 30 ft.

STR 6 (-2)	DEX 19 (+4)
CON 13 (+1)	INT 4 (-3)
WIS 10 (+0)	CHA 10 (+0)

Skills Perception +4, Stealth +6

Senses All-around vision, darkvision 60 ft, PP 14

ATTACKS

Eye Ray 1 (fear ray) *Ranged attack*, +6 to hit, range 30 ft., one target. *Hit* 1d6+4 psychic damage, and target must make a DC 12 Wisdom save or become frightened for the next round. Target drops what it is holding and takes the dash action to get as far as possible.

Eye Ray 2 (paralysis ray) *Ranged attack*, +6 to hit, range 20 ft., one target. *Hit* 1d6+4 psychic damage, and target must make a DC 12 Wisdom save or become paralyzed. The target may repeat the wisdom save at the end of each of its turns (except the turn after it was paralyzed), ending the effect on a successful save.

Lash *Melee attack*, +0 to hit, reach 5 ft, one target. *Hit* 1d6 bludgeoning damage and the strangler begins to choke the victim. The strangler uses lash only when target is paralyzed, and does so with advantage. Once it hits with its first attack, the strangler continues to do 1d6 damage per round until the target makes a successful wisdom save.



The ghastly aberration floats through the air towards you, its bloodshot eyes fixed on your position. In the cornea of the unclosing eye, you see the beginnings of magic energy kindling...

COMBAT NOTES (USE MAP 'LURKING STRANGLER ENCOUNTER')

1. Place tokens. L: Lurking Strangler. PC: You. Roll initiative. The strangler always moves by flying.
2. On its first move, the strangler positions itself 30 ft away and uses its Eye Ray (paralysis). If it hits, a wisdom save must be made. The strangler will alternate between its two rays, unless the target is paralyzed, in which case it will use Lash. As per paralyzed rules, any lash attack that hits the target is a critical hit.
3. After a successful wisdom save against an eye ray effect (fear or paralysis), any other saves *against that effect* are at advantage.
4. Although the Eye Ray is listed as ranged, using it in melee does not result in disadvantage for the strangler.

If victorious, go to entry 327.

COMBAT SHEET: TROGLODYTES

TROGLODYTES (x2)

Medium Humanoid, CE

Armour Class 11

Hit Points 13

Speed 30 ft.

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

Skills Stealth +2

Senses darkvision 60 ft, PP 10

Languages Troglodyte

Stench Any creature other than a troglodyte that starts its turn within 5 ft. of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. (Disadvantage on attack rolls and ability checks). On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

ATTACKS

Multiattack The troglodyte either attacks with spear, or makes one bite and two claw attacks per round.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft, one target. Hit: 4 (1d4+2) piercing damage.

Claw *Melee Weapon Attack* +4 to hit, reach 5 ft, one target. Hit: 4 (1d4+2) slashing damage.

Spear (thrown) *Ranged Attack* +4 to hit, range 20/60, one target. Hit: 5 (1d6+2) piercing damage.



Hissing and grunting as they run towards you, the lizardmen draw back their spear arms and prepare to skewer you!

COMBAT NOTES (Use MAP 'TROGLODYTE ENCOUNTER')

1. Place tokens. T: Troglodytes. PC: You. (If using "Location 2", go with the north-positioned tokens).
2. Did you get a surprise attack? Resolve that first, then roll initiative.
3. On their first turn, the trogs will position themselves 20 ft away, then throw spears at you. If you are in Location 2, they will drop spears and attack with bite and claws as per their Multiattack feat.
4. Take note of the Stench trait.
5. On their next attack after the spear attack, the trogs will move to melee range and use their multiattack, using bite and claws and their stench feat. The trogs will flank the PC if possible.

- ◆ If you are victorious, go to 80.
- ◆ If you choose to flee this encounter, go to 147.

COMBAT SHEET: CLOCKROACH

CLOCKROACH

Small Construct, Unaligned

Armour Class 14

Hit Points 20

Speed 30 ft., climb 30 ft, burrow 10 ft.

STR 13 (+1)	DEX 17 (+3)
CON -	INT -
WIS 10 (+0)	CHA 6 (-2)

Skills Stealth +2

Senses darkvision 60 ft, PP 10

Damage Immunities Psychic, poison

Conditioned Immunities charmed, frightened, poisoned, stunned, exhausted

Languages Understands creator's language but can't talk.

Spider Climb The clockroach can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Burrow The clockroach can escape by burrowing into stone or earth at a rate of 5 ft per round.

ATTACKS

Multiattack The clockroach makes either two pincer attacks or one breath weapon attack.

Breath Weapon (recharge 4-6)

Ranged attack +5 to hit, range 30 ft (line), one target. *Hit* 3d6 acid damage, dex save (DC 11) halves the damage.

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



Flexing its pincers menacingly, the brainless clockroach advances, intent on performing its master's work and removing this intruder in its domain!

COMBAT NOTES (USE MAP 'CLOCKROACH ENCOUNTER')

1. Place tokens. C=Clockroach, PC=you. Roll initiative.
2. Note that the construct has no constitution or intelligence, so it automatically fails skill / saving throws that use those abilities.
3. The clockroach moves up to the ceiling on its turn, trying to get out of your reach. It will move to the ceiling (15 ft south to the wall, 15 ft up) and use its breath weapon on you as its first attack. If it can recharge this on its next turn, it will use it again, otherwise it will descend to the floor and use its pincer attack on its next turn. While it is up the wall, you will need to either use a ranged attack, or use any flying feat you have to get to it.
4. There is a chance you can flee past the clockroach after its first turn. Make an athletics check, DC 11. If you fail, as you move underneath the clockroach anticipates your movement and drops, making a pincer attack as you flee. If successful, you move past the clockroach and north down the passage. If it can recharge its breath weapon, it will fire this at your back as you depart.
5. The clockroach will attempt to recharge and use its breath weapon on every turn.
6. If you score more than 12 damage on the clockroach in one round, it will flee if still alive, burrowing into the tunnel wall at a rate of 10 ft per round.

If you defeat the clockroach, go to 560.

COMBAT SHEET: ZHENTILAR GUARDS 1

ZHENTILAR GUARDS (x2)

Human Fighter, Neutral

Armour Class 16 (chain mail)

Hit Points 11

Speed 30 ft.

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

Senses Passive Perception 12

Languages Common

ATTACKS

Longsword *Melee weapon attack* +4 to hit, reach 5 ft., one target. *Hit* 1d8+2 slashing damage.



“Who dares trespass in these tunnels?” the guards demand as they approach. “Very unwise to venture down here, scoundrel! We have orders to kill all intruders on sight!”

COMBAT NOTES (USE ZHENTILAR TUNNELS MAP 1)

1. Follow the directions given in entry 584, placing your tokens, then roll initiative.
2. As soon as the guards spot you, they begin running south down the passage (taking the dash action to enter your melee range, with one directly north of you and one in diagonally adjacent (north east square). If you win initiative, you might have time to get off one ranged attack before they reach you.
3. The guards will attempt to flank you, thereby gaining advantage. If they have dashed to melee range, the first one will go south of you, entering flanking, and make an advantage attack with longsword. The second will stay in his square north of you and also attack with advantage.

♦ *If you are victorious, go to 189.*

COMBAT SHEET: ZHENTILAR GUARDS 2

ZHENTILAR GUARDS (x3)

Human Fighter, Neutral

Armour Class 16 (chain mail)

Hit Points 11

Speed 30 ft.

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

Senses Passive Perception 12

Languages Common

ATTACKS

Longsword *Melee weapon attack* +4 to hit, reach 5 ft., one target. *Hit* 1d8+2 slashing damage.

Spear *Ranged weapon attack* +4 to hit, range 20/60 ft, one target. *Hit* 1d6+2 slashing damage.



“You’ll rue the day you ran across our path, miscreant!” the guard taunts as he advances on you.

COMBAT NOTES (Use MAP ‘ZHENTILAR GUARDS ENCOUNTER 2’)

1. Place tokens. Z: Guards. PC: You. Roll initiative for yourself and once for the guards.
 2. The guards will attack with spear at first, after which they will attempt to flank you whenever possible and attack with longsword.
- ♦ *If you are victorious, go to 83.*

COMBAT SHEET: ORCS

ORC

Medium Humanoid (orc), CE

Armour Class 13

Hit Points 15

Speed 30 ft.

STR 16 (+3)	DEX 12 (+1)
CON 16 (+3)	INT 7 (-2)
WIS 11 (+0)	CHA 10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft, PP 10

Languages Common, Orc

Aggressive As a bonus action, an orc can move up to its speed towards a hostile creature that it can see.

ATTACKS

Shortbow *Ranged attack* +3 to hit, range 80 / 320, one target. Hit: 1d6+1 piercing damage.

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



These orcs have evil designs on whoever is holed up inside that farmhouse. Deal to this menace and save the poor farmers from a horrible fate!

COMBAT NOTES (USE MAP 'ORC ENCOUNTER')

1. You have two locations where you could be starting from according to the text entries. If you are within the bushes, creeping up, your PC is at the far right of the map. If firing from cover behind the farmhouse, your PC is to the left, by the farmhouse. Place your token on the appropriate marker, place the three orc tokens, and roll initiative.
2. If you succeeded on the stealth check (far right location), you may make one ranged or melee attack with advantage. If melee, then move your token as appropriate from the marker point.
3. If you score more than 10 damage on any attack, make an intimidation check, DC 11. If successful, the orcs will each make one final attack and then flee. This attack on the farmhouse is pure opportunism and they are not looking to lose their lives at the hands of a formidable warrior such as yourself!
4. Far right location: The orcs will attempt to flank you. Due to the nature of this terrain, if you are on the far right, you will not be able to flee once you have begin combat.
5. If you are at the left location and wish to flee (which you may have to if you don't have ranged attacks) turn to entry 413.

If you are victorious, or the orcs have fled, go to 353.

COMBAT SHEET: UNDEAD BANITE MONK

UNDEAD BANITE MONK (x3)

Medium Undead, CE

Armour Class 11

Hit Points 12

Speed 20 ft.

STR

14 (+2)

DEX

13 (+1)

CON

8 (-1)

INT

10 (+0)

WIS

11 (+0)

CHA

7 (-2)

Skills Insight +2

Senses darkvision 60 ft, PP 10

Languages Understands the language it spoke in life, but can't speak

Draining Will The undead monk's bite attacks drain the will to live out of their opponents. Every time a monk makes a successful bite attack on a target, the target loses 5 ft of movement on their next turn, which the target will recover at the end of their next turn.

ATTACKS

Claw *Melee weapon attack* +4 to hit, range 5 ft, one target. Hit: 2d4+2 slashing damage.

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft, one target. Hit: 1d6+2 necrotic damage, and see "Draining Will" above.



The monks move towards you, chanting in low voices, punctuated by the occasional horrid, gurgling growl... They flex their horrid claws and prepare to attack!

COMBAT NOTES (USE MAP 'MONK TOWER 1' IF ON LANDING, OR 'MONK TOWER 2' IF WITHIN BELFRY).

1. Place tokens. PC: You, M: Monks. Roll initiative. If you are in belfry, spawn on the appropriate tokens.
2. In the belfry, one monk per round will appear at the top of the ladder, (the second token space down) move and attack, until all three have entered the small room. Once the have entered, they will move towards you (20 ft per round) and attack. Otherwise, their tactics are as below.
3. Every time one of the monks attacks, roll a d6. 1-2 it will be a claw attack, 3-6 it will be a bite attack (draining will).
4. You may flee this encounter by descending the stairs. If you are leaving melee range, this will provoke an attack of opportunity from the monks.
5. If you are a cleric you can use your turn undead ability. If successful, this will cause the zombies to retreat back into the room from where they emerged (the one where the door was plastered over) and you can make your escape.
6. If you hold a holy symbol of Torm, you may produce it to allow you to flee without incurring an attack of opportunity. It will not, however, turn the undead monks.

If you defeat the monks, go to 292.

If you flee the encounter, go to 149.

COMBAT SHEET: ASSASSIN

ASSASSIN

Human Rogue, LE

Armour Class 14 (leather armour)

Hit Points 17

Speed 30 ft.

STR 9 (-1)	DEX 16 (+3)
CON 14 (+2)	INT 13 (+1)
WIS 11 (+0)	CHA 15 (+2)

Skills Athletics +1, Deception +4, Perception +2, Stealth +7

Senses PP 12

Languages Common, Elvish

Sneak Attack Once per turn, the assassin deals an extra 1d6 damage when he hits a target with a weapon attack and has advantage on the attack roll.

Evasion If the assassin is subjected to an effect that allows him to make a dex save to take only half damage, the assassin instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

ATTACKS

Poison-coated rapier *Melee weapon attack* +5 to hit, range 5 ft, one target. Hit: 1d8+3 piercing damage, + 2d6 poison damage. A constitution save, DC 14, halves the poison damage. (If assassin scores a critical hit, only roll poison damage once).

Shortbow *Ranged weapon attack* +5 to hit, range 80 / 320, Hit: 1d6+3 piercing damage.



From out of the darkness, a menacing figure emerges. Wordless, the assassin draws a long blade and moves forward into the moonlight.

COMBAT NOTES (USE MAP 'ASSASSIN ENCOUNTER')

1. Spawn yourself on "PC" and the assassin on "A". Roll initiative.
2. Regarding your feats and spell slots, consider that you have already had a short rest.
3. If you managed a surprise attack, deduct any damage and then roll initiative.
4. There is a small amount of light in the room, moonlight seeping in around the corners of the curtains.
5. Note the assassin's evasion feat if you are casting spells that require a dex save.
6. The assassin will attack primarily with rapier, which is coated with a deadly poison.

If you are victorious, go to 141.

COMBAT SHEET: ASSASSIN VINE

ASSASSIN VINE

Large Plant, Unaligned

Armour Class 12

Hit Points 35

Speed 25 ft.

STR 16 (+3)	DEX 10 (+0)
CON 16 (+3)	INT 2 (-4)
WIS 13 (+1)	CHA 9 (-1)

Saving Throws Con +5

Damage Resistances Cold, Fire, Piercing

Damage Immunities Lightning

Senses Tremorsense 60 ft, PP 11

Languages -

Camouflage Since an assassin vine looks like a normal plant when at rest, a DC 20 skill check (Perception, Nature or Survival) is required to notice it before it attacks.

Entangle An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. If the target is within 15 feet of foliage, the vine makes a charisma check, DC 12. If successful, the target is grappled by the nearby foliage (athletics or acrobatics check to escape, DC 14). The Assassin will then move in and use its slam attack, attempting to grapple the target itself.

Grappler The vine has advantage on attack rolls against targets it is grappling.

ATTACKS

Slam *Melee weapon attack* +5 to hit, reach 10 ft, one target. Hit: 2d6+3 bludgeoning damage. The target is grappled (escape DC 14) if the assassin vine isn't already constricting a creature, and the target is restrained until the grapple ends.



The vine's multiple tendrils are adorned with razor sharp thorns. Grasping for you, the vine tries to wrap you in its deadly coils.

COMBAT NOTES (USE MAP 'ASSASSIN VINE ENCOUNTER')

1. Spawn yourself on "PC" and the assassin vine on "V". Note that the vine is a large creature and so it takes up a 10' by 10' space. Roll initiative.
2. The vine's tactics are simple. If you are beyond 10 ft away, it tries to use its entangle feat and then move to slam with advantage. If you are within 10 ft, it will slam and then attempt to grapple you (see "Slam"). Note the vine's reduced speed, but also the extended reach of its slam attack. If you have ranged attacks you could possibly stay out of distance.
3. Note the vine's resistances.
4. If you are grappled, you may make an athletics or acrobatics check (DC 14) at the start of each of your turns in order to escape the grapple.
5. You may be able to set fire to the vine if you have some sort of ranged fire attack (such as Fire Bolt) you can make a survival check, DC 16, to see if you can locate an area of the vine where fire might catch. If you are successful, the vine begins taking 1d4 fire damage per round (the low damage takes into account the vine's resistance to fire).
6. Looking south, you will see that the vine has animated the foliage behind you to close off the path south. There is no retreat. This fight must go to the death.

If you are victorious, go to 470.

COMBAT SHEET: ABYSSAL MAW

ABYSSAL MAW

Medium Demon, CE

Armour Class 15

Hit Points 17

Speed 30 ft.

STR 17 (+3)	DEX 10 (+0)
CON 13 (+1)	INT 6 (-2)
WIS 9 (-1)	CHA 8 (-1)

Skills Athletics +5, Perception +1

Senses Darkvision 60 ft, PP 11

Languages Common, Elvish

Rend Fallen When the Abyssal Maw forces a creature to become prone, it will use a bonus action to tear flesh from the fallen foe. It automatically deals an extra 1d8+4 hp piercing damage to any foe that becomes prone as a result of a melee attack.

ATTACKS

Bite *Melee weapon attack* +5 to hit, range 5 ft, one target. Hit: 2d8+3 piercing damage. Target must succeed on a DC 15 strength save or be knocked prone.



The hideous beast, busy feasting on the flesh of what might have been a Zhentilar soldier, suddenly becomes aware of your presence! Gurgling horribly, it begins waddling quickly towards you, gnashing its vicious-looking chompers!

COMBAT NOTES (USE MAP 'ABYSSAL MAW ENCOUNTER')

1. Spawn yourself on 'PC' and the Abyssal Maw on the 'A' marker to the south. Roll initiative. If you are location 2, place the Abyssal Maw on the 'A' marker to the north.
2. If the maw is inspecting a diversion you created, you can make a surprise ranged attack while it is preoccupied.
3. Roll initiative.
4. The maw attacks by jumping and biting, attempting to knock you over so it can use its Rend Fallen feat (see feat description).
5. If the maw falls to 7 hp or lower, go to 121.
6. If you are defeated, go to 332.

COMBAT SHEET: GIBBERLING

GIBBERLING (x3)

Small Humanoid, CN

Armour Class 12

Hit Points 7

Speed 30 ft.

STR 10 (+0)	DEX 10 (+0)
CON 10 (+0)	INT 5 (-3)
WIS 7 (-2)	CHA 2 (-4)

Senses Darkvision 60 ft, PP 10

Condition Immunities

Charmed, frightened

Incessant Gibbering The Gibberling's crazed, high-pitched chattering will drive even the most composed creatures to distraction. Before every attack, a DC 10 wisdom save must be made. On a failed save, the attack is made with disadvantage. The effect disappears after three successful saves.

ATTACKS

Bite *Melee weapon attack*, +2 to hit, reach 5 ft. *Hit* 1d6 piercing damage, and target must make a strength save (DC 10) or be grappled.



Crawling and scampering over each other, the little humanoids come rushing out of the woods towards you! Now that daylight has gone, it is time for these little savages to feed, and it looks like you've arrived just in time for dinner!

COMBAT NOTES (USE MAP 'GIBBERLING ENCOUNTER')

1. Place tokens. G: Gibberlings. PC: You. Roll initiative.
2. The gibberlings' tactic is to rush you en masse. Their aim is to grapple / flank (see "Bite"). Once one of them grapples you, another gibberling will flank on your opposite side and make a bite attack with advantage. If they cannot grapple you, they will at least flank.
3. The gibberlings' mad, high pitched chattering is incredibly distracting and maddening! Before each of your attacks, make a wisdom check, DC 10. If you fail, make your attack roll with disadvantage. After you have made 3 such saves, you are immune to the noise.

♦ *If you are victorious, go to 167.*

COMBAT SHEET: KARG (OGRE)

OGRE

Large Giant, CE

Armour Class 11

Hit Points 59

Speed 40 ft.

STR 19 (+4)	DEX 8 (-1)
CON 16 (+3)	INT 5 (-3)
WIS 7 (-2)	CHA 7 (-2)

Senses Darkvision 60 ft, PP 8

Languages Common, Giant

Condition Immunities
Charmed, frightened

Relentless Advance Karg has an extra 5 ft of movement which he uses to push his enemies back every time he makes a melee attack.

ATTACKS

Greatclub *Melee weapon attack*, +6 to hit, reach 5 ft. *Hit* 2d8+4 bludgeoning damage,



The dim-witted ogre comes lumbering towards you, kicking aside several dwarf-sized skeletons. “You be gone!” it roars. “This Karg’s home now, not yours!”

COMBAT NOTES (USE MAP ‘KARG ENCOUNTER’)

1. Place tokens. O: Ogre, G: Grumm, PC: You. Roll initiative.
2. At the start of the ogre’s turn, it will attack whoever wounded it last, or whoever is closest. Not being the brightest, the usual target will be the one that is easiest to reach. If you and Grumm are equidistant, roll a d4 to determine target. 1-2: you, 3-4: Grumm.
3. In battle, Karg advances constantly. Every time the ogre makes a melee attack, the target must make a strength check, DC 19. On a fail, the target is pushed back 5 ft as Karg advances on them. Karg then steps into the square the target occupied.

◆ *If you are victorious, go to 341.*

GRUMM DOURHAND (NPC)

Dwarven Barbarian, NG



Armour Class 14 (unarmoured defense)

Hit Points 45

Speed 25 ft.

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

Senses Darkvision 60 ft, PP 11

Skills Intimidation +2

Languages Common, Dwarvish

Rage (3 per day) Grumm can use a bonus action to enter rage. When he does, Grumm has advantage on strength checks and saves, and a +2 bonus on all melee damage. The rage also grants him resistance to all bludgeoning, piercing and slashing damage.

Eagle Totem Spirit Opportunity attacks on Grumm are at disadvantage while he is raging, and he may take dash as a bonus action.

Reckless Attack Grumm can choose to have advantage on his first melee attack on a turn, but attacks on him have advantage until his next turn.

Unarmoured Defense While Grumm is not wearing any armour, his AC equals 10 + his Dexterity modifier + his Constitution modifier.

ACTIONS

Greataxe *Melee weapon attack*, +6 to hit, range 5 ft, one target. Hit: 1d12+4 slashing damage

Handaxes (x2) *Ranged attack*, +6 to hit, range 30/120, Hit: 1d6+4 piercing damage.

COMBAT SHEET: DREAD RAM

DREAD RAM

Large Undead, NE

Armour Class 13

Hit Points 44

Speed 40 ft.

STR 18 (+4)	DEX 10 (+0)
CON - (+0)	INT 3 (-4)
WIS 11 (+0)	CHA 10 (+0)

Senses Darkvision 60 ft., PP 10

Condition Immunities Charmed, frightened, paralyzed, poisoned, stunned

Damage Resistances Cold, necrotic

Turn Resistance The dread ram has advantage on saves vs. turn undead.

Breath Weapon (1 per day) The dread ram exhales a 10 ft. cone of chilling air. Each creature in that area must succeed on a DC 14 dexterity save, taking 4d6 cold damage on a failed save or half as much on a successful save.

ATTACKS

Butt *Melee weapon attack*, +6 to hit, reach 5 ft., one target. *Hit* 1d10+4 bludgeoning damage and target must make a DC 18 strength save or be pushed back 10 ft.

Trample *Melee weapon attack*, +6 to hit, reach 5 ft., one target. *Hit* 1d6+4 bludgeoning damage. A trampled opponent can either attempt an attack of opportunity at a -4 penalty or a dexterity save (DC 16) for half damage.



Charging from the undergrowth with head down, and eyes glowing a sickly green, the massive beast hits the side of Bert's cart with the force of a battering ram! It's clear that this is no ordinary sheep.

COMBAT NOTES (USE MAP 'DREAD RAM ENCOUNTER')

1. Place tokens. D: Dread Ram, PC: You. Roll initiative. Note the Dread Ram's size: large, 10x10 ft.
2. The Dread Ram will first of all use its butt attack, after which it will use its breath weapon on you. After this, it will use its trample feat. It will then alternate between butt and trample.

◆ *If you are victorious, go to 385.*

COMBAT SHEET: POISONOUS SNAKE

POISONOUS SNAKE

Tiny Beast, Unaligned

Armour Class 13

Hit Points 2

Speed 30 ft., swim 30 ft.

STR 2 (-4)	DEX 16 (+3)
CON 11 (+0)	INT 1 (-5)
WIS 10 (+0)	CHA 3 (-4)

Senses Blindsight 10 ft, PP 10

ATTACKS

Bite *Melee weapon attack*, +5 to hit, reach 5 ft. *Hit* 1 (1d4-1) piercing damage, and the target must make a DC 10 con save, taking 2d4 damage on a failed save, half as much on a successful save,



The snake has latched onto your ankle, and you can feel the poison begin to creep up your leg!

COMBAT NOTES (USE MAP 'POISONOUS SNAKE ENCOUNTER')

1. You were awoken by the snake's bite, so first things first: make a con save, DC 10. If you fail, take 2d4 poison damage, half as much on a successful save.
2. Place tokens. S: Snake, PC: You. Roll initiative.
3. Do battle! This tiny creature shouldn't pose too much trouble, unless your aim is off due to having just woken up!

◆ *If you are victorious, go to 194.*

COMBAT SHEET: MASTIFF

MASTIFF

Medium Beast, Unaligned

Armour Class 12

Hit Points 5

Speed 40 ft.

STR

13 (+1)

DEX

14 (+2)

CON

12 (+1)

INT

3 (-4)

WIS

12 (+1)

CHA

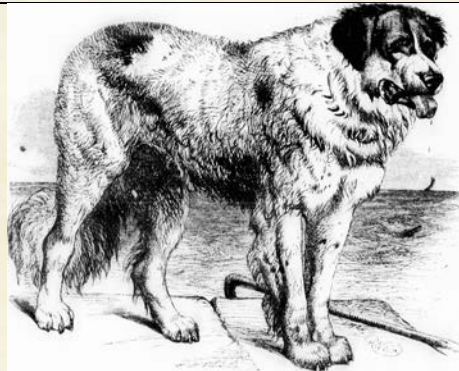
7 (-2)

Senses PP 13

Keen Hearing & Smell The mastiff has advantage on wisdom (perception) checks that rely on hearing or smell.

ATTACKS

Bite *Melee weapon attack*, +3 to hit, reach 5 ft. *Hit* 1d6+1 piercing damage, and the target must succeed on a DC 11 strength save or be knocked prone.



The mastiff crouches over the corpse, growling menacingly. It is not letting you anywhere near the body of its former master!

COMBAT NOTES (USE MAP 'MASTIFF ENCOUNTER')

1. Place tokens. M: Mastiff, PC: You. Roll initiative.
2. Do battle! On its first turn, the mastiff runs quickly towards you, bites, tries to knock you prone, and then runs past you, swinging around for another attack, using its full 40 ft of movement.

◆ *If you are victorious, go to 79.*

MERINYON ZAURET (NPC)

Drow Rogue (Thief, Level 4), CG

Armour Class 15 (Glamoured Studded Leather)

Hit Points 27

Speed 30 ft.



STR 14 (+2)	DEX 15 (+2)	CON 13 (+1)
INT 12 (+1)	WIS 8 (-1)	CHA 15 (+2)

Senses Darkvision 120 ft, PP 11

Saving Throws Dex +4, Intelligence +3

Skills Deception+4, Insight +1, Intimidation +4, Perception +1, Sleight of Hand +6, Stealth +6

Languages Common, Thieves' Cant, Elvish

Prof Bonus +2

Sneak Attack Once per turn, Merinyon can deal an extra 2d6 damage to one creature hit with an attack if she have advantage on the attack roll. The attack must use a finesse or a ranged weapon. Merinyon doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Expertise Sleight of Hand, Stealth

Cunning Action Merinyon may use a bonus action to dash, disengage or hide.

ACTIONS

Shortsword *Melee weapon attack*, +4 to hit, range 5 ft, one target. Hit: 1d6+2 piercing damage.

Shortbow *Ranged weapon attack*, +4 to hit, range 80/320 ft., one target. Hit: 1d6+2 piercing damage.

URLDYN RILZYNGE (NPC)

Drow Rogue (Thief, Level 2), CG

Armour Class 14 (leather armour)

Hit Points 12 (18 max)

Speed 30 ft.



STR 10 (+0)	DEX 17 (+3)	CON 13 (+1)
INT 14 (+2)	WIS 8 (-1)	CHA 13 (+1)

Senses PP 11

Skills Acrobatics +5, Deception +3, Insight +1, Perception +1, Sleight of Hand +7, Stealth +7

Saving Throws Dex +5, Intelligence +4

Languages Common, Elvish, Abyssal

Sneak Attack Once per turn, Urdyn can deal an extra 1d6 damage to one creature hit with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Urdyn doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Expertise Sleight of hand, Stealth

Cunning Action Dash, Urdyn may use a bonus action to dash, disengage or hide

ACTIONS

Rapier *Melee weapon attack*, +5 to hit, range 5 ft, one target. Hit: 1d8+3 piercing damage.

Shortbow *Ranged weapon attack*, +5 to hit, range 80/320 ft., one target. Hit: 1d6+3 piercing damage.

SHANNAH NEZRAXXIS (NPC)

Human Cleric / Warlock, LE

Armour Class 16 (scale mail)

Hit Points 42

Speed 30 ft.



STR 10 (+0)	DEX 14 (+2)	CON 14 (+2)
INT 11 (+0)	WIS 16 (+3)	CHA 15 (+2)

Senses PP 13

Skills Arcana +3, Deception +5, Persuasion +5, Religion +3

Saving Throws Wisdom +6, Charisma +5

Languages Common, Elvish, Infernal

War Priest When she attacks, Shannah can make one weapon attack as a bonus action. She can use this feature thrice per long rest.

Channel Divinity: Guided Strike (1 per day) When Shannah rolls an attack, she can use Channel Divinity to gain a +10 bonus to the roll. She can do this after the attack has been rolled. (number-based)

Hexblade's Curse (1 per day) As a bonus action, Shannah chooses a target she can see within 30 feet. The target is cursed for 1 minute.

- +3 bonus to damage rolls against the cursed target.
- 19 also counts as a critical hit.
- If the cursed target dies, she regains 4 hit points.

Hex Warrior When Shannah attacks with longsword, she can choose to use her Charisma modifier for the attack and damage rolls. This benefit lasts until she finishes a long rest.

Spellcasting Shannah is a multiclass spellcaster with 3 cleric levels and 2 warlock levels. Her spell save DC is 14 and she has the following spells prepared:

Cantrips *Sacred Flame, Eldritch Blast, Shocking Grasp*

1st Level (6 slots) *Cure Wounds, Inflict Wounds, Bless, Armour of Agathys, Unseen Servant.*

2nd Level (2 slots) *Hold Person, Augury.*

ACTIONS

Longsword *Melee weapon attack*, +3 / +5 to hit, range 5 ft, one target. Hit: 1d8 slashing damage (1d8+2 w. Hex Warrior, 1d8+5 with Hexblade's Curse as well).

Light Crossbow *Ranged attack*, +5 to hit, range 80/320 ft, one target. Hit: 1d8+2 piercing.

Inflict Wounds *Spell attack*, +6 to hit, range 5 ft., Hit: 3d10 necrotic damage.

Eldritch Blast *Ranged spell attack* +5 to hit, range 120 ft., Hit: 1d10 force damage.

Sacred Flame DC 14 Dex save or target takes 2d8 radiant damage.

RASSENDYL OUMDOLFIN (NPC)

Human (Damaran) Fighter (Level 5), LE

Armour Class 16 (chain Mail)

Hit Points 54

Speed 30 ft.



STR 16 (+3)	DEX 14 (+2)	CON 16 (+3)
INT 14 (+2)	WIS 11 (+0)	CHA 9 (-1)

Senses PP 10

Skills Animal handling +3, Athletics +6, Intimidation +2, Perception +3

Saving Throws Strength +6, Constitution +6

Languages Common, Elvish, Abyssal

Prof Bonus +3

Fighting Style: Duelling When Rassendyl holds a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls made with that weapon.

Action Surge (1 per day) On his turn, Rassendyl can take one additional action on top of his regular action and a possible Bonus Action.

Extra Attack Rassendyl can attack twice, instead of once, whenever he takes the attack action on his turn.

Second Wind When Rassendyl drops to 15 hp or below, he will use a bonus action to regain 1d10+5 hit points. He must finish a short or long rest before you can use it again.

Archetype: Eldritch Knight

Spellcasting (Spell save DC 13)

Cantrips Poison Spray, Blade Ward

1st Level (3 slots) Expeditious Retreat, Thunderwave, Fog Cloud, Charm Person

ACTIONS

Longsword *Melee weapon attack*, +6 to hit, range 5 ft, one target.
Hit: 1d10+3 slashing damage.

Poison Spray *Magic attack*, range 10 ft. Con save DC 13, or take 2d12 poison damage.

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