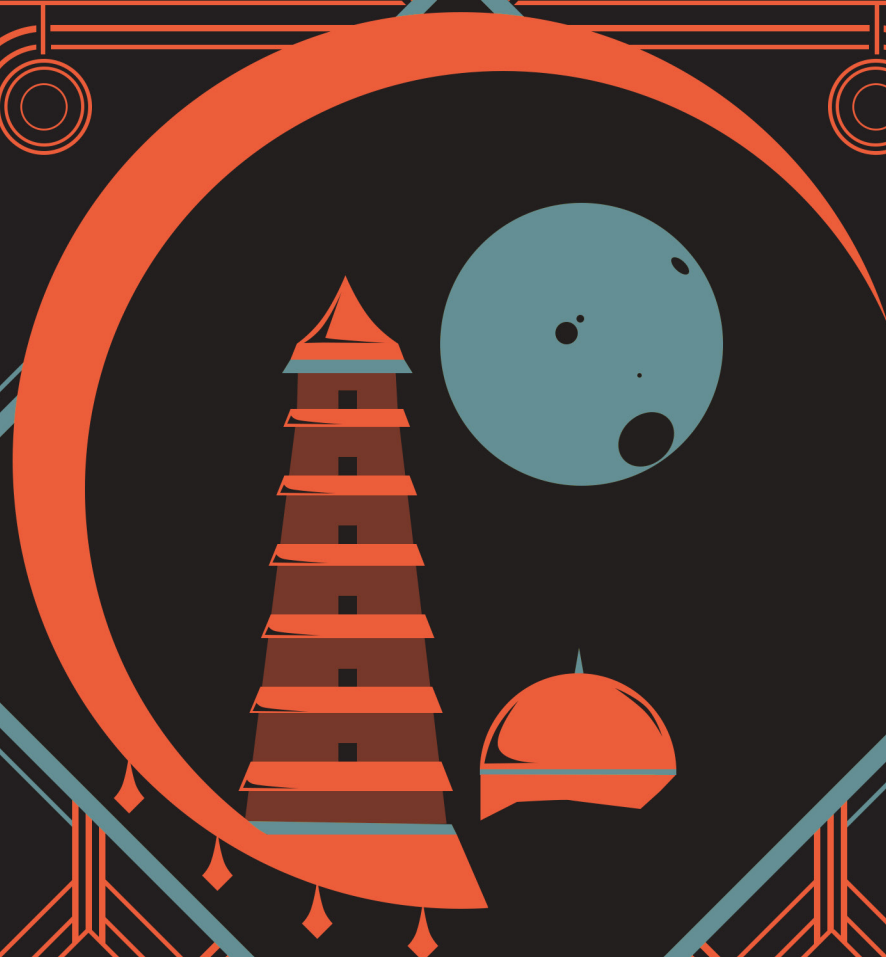


Baldur's Gate

Notice Boards 2



Christían Eichhorn



BALDUR'S GATE NOTICE BOARDS 2

— THREE QUESTS APPROVED BY THE COUNCIL OF FOUR —

BALDUR'S GATE. SHIT. I'M STILL ONLY IN BALDUR'S GATE. I'VE BEEN HERE FOR A WEEK NOW; WAITING FOR MY WOUNDS TO HEAL. EVERY TIME I OPEN MY EYES, I THINK I'M GONNA WAKE UP BACK IN THE SEWERS. WHEN I WAS DOWN THERE, I COULDN'T WAIT TO GET BACK HOME. NOW THAT I AM HERE, ALL I CAN THINK OF, IS GETTING BACK DOWN INTO THE UNDERCELLAR.

— THE UNKNOWN ADVENTURER

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Welcome to *Baldur's Gate Notice Boards 2*, a fresh collection of quests for the City of Blood. In this second iteration, we explore interesting locations in and around Baldur's Gate to get your imagination glands pumping.

To run these adventures, you need the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. A copy of *Baldur's Gate: Descent into Avernus* (BGDA) is useful but not strictly necessary.

The adventures follow a two-stage design to offer content for both low and high-level characters. Tier 1 characters can at least solve part of each quest. After reaching the higher tiers, the characters can return to the adventure and finally complete it.

To facilitate on-the-fly balancing, which considers number and level of all characters, a new metric called PowL (Power Level) is introduced. To calculate the PowL of a group, add the levels of all characters then multiply the total by the number of characters. For example, a group consisting of one 3rd and two 4th level characters has a PowL of 33. This number is then used to calculate the CR or number of enemies.

Baldur's Gate Notice Boards 2 - Version 1.0 ♦ Author: Christian Eichhorn ♦ **Editor:** John Parker ♦ **Layout & Maps:** Christian Eichhorn

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BIG TROUBLE IN LITTLE CALIMSHAN

...

A LESSON IN WHY MAGIC AND THE ECONOMY WON'T PLAY NICE TOGETHER.

SHORT SILVER BEFORE IT IS TOO LATE!

INTERESTED IN FAVORS WITH THE RIGHT KIND OF PEOPLE? VISIT ME IN THE CALIM JEWEL
EMPORIUM—WE HAVE BIG TROUBLE IN LITTLE CALIMSHAN. ~RAEL

PS: WITH US, FAVORS ARE LIKE SPARROWS' EGGS.

SOME ARE ROTTEN, SOME BLOODY, OTHERS HAVE A GOLDEN YOLK.

BACKGROUND

A devious dao named Ryon set up shop in Little Calimshan. Its goal: buying up the district and extracting gems and fineries from the locals and later, Baldur's Gate. The scheme Ryon runs is artful and economically brutal. Using a set of *Nolzur's marvelous pigments*, the dao's servants paint and create an unfathomable fortune in silver trade bars. With one pot alone, the servants can conjure 12,000 standardized Baldur's Gate silver trade bars worth 25 gp each. Using three of the four pots available to Ryon, the dao created 36,000 trade bars worth 900,000 gp total. The treasure in tow, Ryon's army of lawyers and notaries marched to the shopkeepers and inhabitants of Little Calimshan. Over the course of one day, they bought out the entire enclave.

Only the notorious Calim Jewel Emporium, headed by Rilsa Rael (neutral female human **assassin** or statistics from BGDA), still holds out. The inhabitants of Little Calimshan can already feel the repercussions of the buying spree.

Runaway inflation renders the peoples' savings worthless and the remaining vendors only accept gems and jewelry as hard currency.

PREPARATIONS

INFORMATION

The note gives the characters the following clues:

- ✦ A character proficient in Thieves' Cant understands the post scriptum: it is a message from the Guild, explaining that the reward can be mere coins, shadowy dealings, or an outright kill-job.
- ✦ A successful DC 15 Intelligence (History) check reveals Rilsa Rael to be Little Calimshan's Guild kingpin. A character with the rogue class, the criminal, or similar background makes the check with advantage.
- ✦ A successful DC 10 Intelligence (History) check reveals Little Calimshan to be an autonomous enclave of descendants of Calishite refugees north of the Norchapel neighborhood.

NOLZUR'S MARVELOUS PIGMENTS

Nolzur's marvelous pigments are interesting items which can be interpreted in two ways. Either one painting uses up an entire pot regardless of its size, or one pot can produce several items. I went with the latter interpretation. If, for balancing reasons, you want to go with the first option, Ryon developed a special technique not available to the characters with which the dao's workers can splice the item and produce the numbers necessary to buy up Little Calimshan.

RILSA'S QUEST

Rilsa welcomes the characters and treats them to a hefty spirit laced with gold flakes. She explains the situation as follows:

- ✦ Three days ago, a small army of lawyers (humans, gnomes, half-elves) bought almost all apartments and shops in Little Calimshan for five to ten times the market value. Each carried heaps of silver trade bars in *bags of holding*.
- ✦ Following the surprise buy-out, copper, silver, and gold are practically worthless in Little Calimshan.
- ✦ Whoever is responsible, operates from the Double Crescent, a business that only recently opened in Little Calimshan.
- ✦ The characters must infiltrate the joint, retrieve the sales contracts, and kill the proprietors, or deal with the problem however they see fit. Rilsa promises to take care of the economic side of things.
- ✦ As a reward, the characters gain a big favor with the Guild. Rilsa has room to negotiate and can throw in some magic items, at your discretion.

✦ If the characters ask why Rilsa won't send in her own people, she truthfully explains that she wants to send in the expendables first. She also doesn't know who is behind the scheme and doesn't want to get into bad graces with the wrong people.

A successful DC 18 Wisdom (Insight) check confirms to the characters that Rilsa is attempting some kind of double play. Although her objective is to take the competition out, she also wants the sales contracts to gain complete control over Little Calimshan.

RUMORS

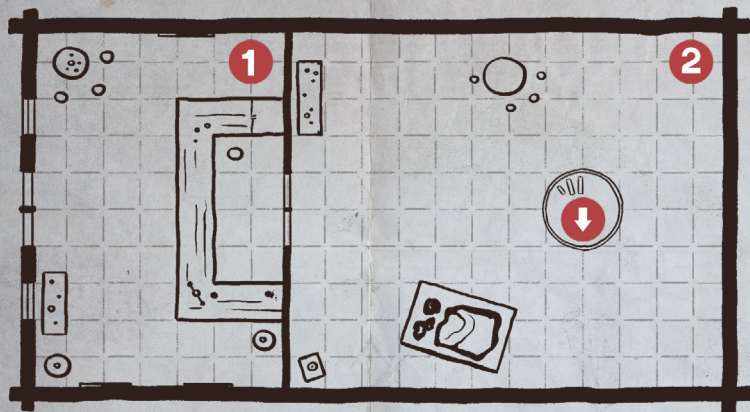
Before heading to Rilsa or the Double Crescent, the characters can question the locals. The inhabitants of Little Calimshan tell the characters the following rumors:

- ✦ People are desperate. The locals must pay rent and other necessities with heirlooms and wedding rings. If this continues, many must soon pack their things and search for a new home elsewhere.
- ✦ After selling their houses and shops, many first thought that they were ripped off. However, the silver is genuine after all, but currently worthless.
- ✦ The prime suspect is the syl-pasha of Calimport who has the means and motive to economically conquer Little Calimshan.
- ✦ The lawyers and notaries responsible for the transactions were residents of Little Calimshan and hires from Baldur's Gate proper.
- ✦ Specifically questioning the lawyers only reveals that they were paid in silver trade bars by the elf named Zaheen who runs the Double Crescent.

THE DOUBLE CRESCENT

GENERAL

The Double Crescent is located in the eastern parts of Little Calimshan. Rooms 1 and 2 are located above ground and readily accessible by mundane means. Rooms 3, 4, and 5 are not accessible without the use of spells like *passwall* or *stone shape* or by extensive digging efforts.



Map 1.1 Double Crescent (Surface) | 1 square = 5 feet

ROOM 1. SALESROOM

A luxurious room, adorned with gold-threaded tapestry, jeweled bowls filled with exotic fruits, and exquisite paintings. An elf stands behind a mahogany counter, clothed in the finest garments.

He assesses an assortment of gems, using a cylindrical apparatus.

Unless the characters arrive during the night, they find Zaheen (lawful neutral male elf **mage**) behind the counter. He is Ryon's loyal servant. Ryon bought Zaheen when he was a young child and raised him in his image. Currently, Zaheen manages the different lawyers and collectors who press rent out of the locals. Zaheen has the statistics of a **mage** but the following spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *identify, shield, Tenser's floating disk, unseen servant*

2nd level (3 slots): *invisibility*

3rd level (3 slots): *counterspell, dispel magic, lightning bolt*

4th level (3 slots): *dimension door, hallucinatory terrain, stone shape*

5th level (1 slot): *wall of force*

Zaheen's Conduct. Zaheen pretends to be a proper entrepreneur who buys and sells gems, jewelry, and paintings. A successful DC 14 Wisdom (Insight) check reveals that he only plays the part, or is very new to the task, since he shows some insecurities about his work. Zaheen reacts in the following ways to the characters:

- ✦ All questions not pertaining to the price of his wares, Zaheen answers with a terse, *"That information is confidential."*

- ✦ If the characters persist, he warns them he represents powerful people, and the characters should best keep their noses where they belong. Else, they might lose them.

- ✦ If Zaheen is in mortal danger, he blurts out that if the characters kill him, his master Ryon will eviscerate them—they stand no chance against a dao.

- ✦ A successful DC 14 Charisma (Intimidation or Persuasion) check worms out more information. Zaheen then tells the characters of the scheme and his relation to Ryon.

- ✦ The characters can convince Zaheen to forsake Ryon, make him realize that he is—most likely—nothing more than a tool in Ryon's hands. This development is not tied to a check and is at your discretion.

Tactics. If the characters attack Zaheen or attempt to force their way into the backroom, Zaheen casts *wall of force* to shut the characters out. If possible, Zaheen places the spell so the characters can't attack him and can't fiddle with the counter. He then retreats to the manufactory to bring in reinforcements. He uses a *stone shape* spell to open a closed passage between rooms 2 and 3. See room 3 for information about the monsters present there. Zaheen only retreats to Ryon's chamber if his life is in danger, using the *dimension door* spell.

Treasures. Zaheen keeps the contracts Rilsa wants inside a safe under the counter. A successful DC 16 Dexterity check using thieves' tools opens the safe. Aside from the contracts, the safe contains nothing of value. On the counter, the characters find a diamond worth 500 gp and ten bloodstones worth 50 gp each. If the characters take any of the gems, Ryon comes after them to retrieve them—during the night, when nobody is watching. The six paintings on the wall are worth 300 gp total.

ZAHEEN

Appearance. Zaheen has long hair that he colored golden. He wears the finest silk garments dyed green as well as earrings and rings set with emeralds.

Personality. Zaheen portrays himself as an arrogant entrepreneur. In reality, he is a broken man with a conflicted personality. He sees Ryon as a father and tyrant, trapped in constant indecisiveness about his situation.

Motivation. I must serve Ryon dutifully. Otherwise, my life is forfeit—and meaningless.

Mannerism. Zaheen slowly goes through his hair with a golden comb when he is annoyed with people.

Quote. “That is mahogany!”

ROOM 2. BACKROOM

In this chamber, a lush meadow extends into the far distance. The wind rushes across the pasture, flattening it in small waves. A faint chime rings in the distance. Occasionally, a black cloud cuts across the brilliant sun, bathing the landscape in shadows. A bed, a table, and a few stools stand amid the scenery. Next to them, a hole in the earth leads into darkness.

Hallucinatory Room. Zaheen uses a modified *hallucinatory terrain* spell to make the room appear like his personal paradise—his last memory before he was snatched away. The *hallucinatory terrain* spell fades if Zaheen doesn’t refresh it in the morning.

The Hole. A spiral stone staircase on the edge of a 10-foot-diameter hole leads 30 feet into darkness. The staircase leads to a 5-foot-cube stone seal, below which lies room 3. If Zaheen has previously used *stone shape* to call in reinforcements, the characters can pass as the passage is unsealed. Destroying the seal with mundane metal implements or digging around it takes 24 hours. Alternatively, the characters can paint an entrance.

Treasures. Besides mundane personal implements and clothing worth 250 gp total, the characters find a coffer containing one pot of *Nolzur’s marvelous pigments*.

ROOM 3. MANUFACTORY

The large chamber is equipped with many cushions, easels, and small trays overflowing with outlandish stones and minerals. A sumptuous fresco on the ceiling depicts angel-like figures dancing in the night-sky. The stars shine and blink, filling the room with light.

Many weeks ago, Ryon’s workers toiled in the manufactory to produce silver trade bars. Now that the market is saturated, Zaheen shifted production to actual paintings.

Workers. Ryon bought the workers present in the manufactory on the Elemental Plane of Earth. They are artificially animated elementals that resemble gargoyles.



They adhere to Ryon's and Zaheen's commands. Currently, they produce abstract paintings of varying quality using mundane paint. The workers don't mind the characters as long as they don't damage the furniture or chamber. For example, if the characters attempt to dig through the walls, the workers attack.

Advancing. There are no secret passages or obvious stone seals in the manufactory that hint at additional rooms. A successful DC 15 Intelligence (Investigation) check finds the possible locations of rooms 4 and 5 by tapping the walls or finding conspicuous footprints. Breaking through the walls with mundane means, for example, with digging implements, takes the characters 24 hours of sweaty, manual labor. If they attempt to do so, Ryon (**dao**) leaves its chamber and attacks.

Monsters. Inside the manufactory, the characters encounter workers (**gargoyles**) equal to 5% of their PowL, rounded up, with a maximum of ten enemies. To calculate the PowL (Power Level), add up the total levels of all the characters and multiply the total by the number of characters.

Treasures. The characters find twenty gems worth 5 gp each set into the ceiling. They are enchanted with a *continual flame* spell.



Map 1.2 Double Crescent (Subterranean) | 1 square = 5 feet

ROOM 4. RYON'S CHAMBER

This room is rough hewn from stone featuring many nooks and crannies, folds, and overhangs. Hundreds of gems of different colors, shapes, and sizes are set into the walls. Together, they form a kaleidoscopic pattern.

Ryon spends most of its time in room 4, meditating and scheming. The dao only leaves its chamber once per day to speak with Zaheen. Ryon has successfully completed its first scheme, namely depriving the people of Little Calimshan of their worldly possessions. For now, it revels in the success and enjoys sorting the treasures. Ryon reacts to the characters' acts in the following ways:

- ✦ If the characters destroy or steal any of its possessions, like gems or Zaheen, Ryon seeks the characters out to punish them. Punishment ranges from broken legs to death.
- ✦ If the characters only take the contracts, Ryon leaves them alone. It doesn't need the contracts any longer. Its next scheme will bring Little Calimshan tumbling down for good. The first round was only a lesson for the Little Calishites.

Monsters. Inside its chamber, Ryon keeps three **earth elementals** as bodyguards.

ROOM 5. TREASURE CHAMBER

This roughhewn room contains treasures worthy of a dragon's hoard. Neatly ordered piles of rings, necklaces, gems, and earrings subdivided by colors are spread across the floor.

The treasure chamber contains gems and jewelry worth 20,000 gp. The treasure belongs to the inhabitants of Little Calimshan.

RYON

Appearance. Ryon looks like a grandfatherly dao with long, white, marbled hair that is actual marble. It carries a mighty hammer and sports a mighty gut.

Personality. Ryon is greedy, arrogant, vindictive, and domineering.

Motivation. I will show the arrogant whelps in Little Calimshan what true despair feels like.

Mannerism. Ryon compulsively orders everything.

Quote. "You can't get blood from a stone."

CONCLUSION

PARTIAL SUCCESS

The characters can achieve partial success by handing Rilsa the contracts. They gain favor with the Guild and Rilsa's eye. If the characters stole anything of worth from Ryon, or if they killed Zaheen, Ryon soon enacts its revenge. Better hope they are far away from Baldur's Gate by then.

COMPLETE SUCCESS

The characters can achieve complete success by handing Rilsa the contracts and ridding Little Calimshan of Ryon. The characters receive an additional reward, for example, a magic item, and favor with the Guild. If Zaheen survives, he continues to run the Double Crescent.

RAMAZITH'S SHADOW RETREAT

...

**HE DIDN'T WANT TO TAKE
RESPONSIBILITY. SO RESPONSIBILITY
CAME TO HIM.**

MISSING: THE REPREHENSIBLE MAGE RAMAZITH

*AGE: WELL OVER ONE HUNDRED YEARS; SPECIES: HUMAN; HEIGHT AND APPEARANCE: AVERAGE
LAST SEEN WEARING A ROBE AROUND RAMAZITH'S TOWER. IF YOU HAVE INFORMATION PERTAINING
TO RAMAZITH'S LOCATION, STATE OF BEING, OR IF YOU WANT TO SUPPORT MY QUEST, COME TO THE
ELFSONG TAVERN. ASK FOR NYNWEY.*

BACKGROUND

Ramazith, a former sailor who made himself a powerful mage, built a unique tower in Baldur's Gate. After tumbling head-first into the Feywild, a nymph named Nawey took a liking to the then still powerless Ramazith and helped him navigate the foreign world. As thanks, he stole his powers from her and left Nawey with a broken heart and a child on the way. Many years later, after receiving dark omens, Ramazith figured he should hide away in the Shadowfell to escape his future pursuers. The plan backfired. Creatures of the shadows infested his body, driving Ramazith insane and commandeering his power. Now, over a century later, Ramazith's daughter Nynwey wants to find him, to confront her father and punish him for his deeds.

PREPARATION

MEETING NYNWEY

Nynwey (neutral female half-nymph **druid**) rented a room in the Elfsong tavern, where she awaits eager adventurers. She treats the characters to a hearty meal when they arrive. Meanwhile, she talks business. This is what she tells the characters, everything being true:

✦ Ramazith, the old goat, stumbled into the Feywild and wandered astray. Nynwey's mother rescued the lone wanderer after taking a fancy to him. They had enjoyed a few carefree months together when tragedy struck.

✦ After learning that he impregnated Nawey, Ramazith ran off, dodging the responsibility and stealing a sacred treasure to boot—a tome that could extend his mental faculties beyond human limitations.

✦ Nynwey wants to find Ramazith and confront him about his wretched conduct. Additionally, she wants to recover the sacred treasure and return it to the Feywild.

✦ To meet her goals, Nynwey believes she must explore Ramazith's Tower, which is quite dangerous, according to the new owner Lorroakan.

✦ As a reward, Nynwey promises the characters a pair of *gloves of missile snaring* her mother gifted her before setting out. Additionally, Nynwey promises the help of her mother if the characters should ever travel to the Feywild—or hers, if she has returned by then.

✦ If the characters aren't enticed by the reward, Nynwey tells them that Lorroakan offers a reward for clearing out the upper levels of the tower. With her help, that should be a cakewalk.

RUMORS AND RECORDS

Before heading to Ramazith's Tower, the characters can learn the following from rumors on the street or studying the city records:

✦ Ramazith vanished several decades ago, leaving behind his ugly tower. Over a decade ago, a mage from Athkatla bought the place. He sells some sort of garments.

✦ A successful DC 12 Charisma check reveals that Ramazith, who was always a solitary person, became increasingly paranoid in the months leading up to his disappearance. People whisper that he was haunted by a ghost, others that he was embroiled in a secret war, possibly with Athkatla's Cowled Wizards or Luskan's Arcane Brotherhood.

✦ A successful DC 14 Charisma check reveals rumors about light visible in the windows of the highest level of Ramazith's Tower, decades after his disappearance. Every other year or so, the windows would illuminate for a few minutes, then the light would go out again. Unbeknownst to anybody, Ramazith sometimes returned from his retreat in the Shadowfell to collect items. That was before the shadows possessed him.

✦ A successful DC 12 Intelligence (Investigation) check in the nearby city office reveals that there is no official death certificate for Ramazith.

✦ A successful DC 14 Intelligence (Investigation) check reveals an old investigation file in the nearby city office. According to it, the investigators never entered Ramazith's tower since it was overrun with all sorts of monsters. The official investigation ended after one fruitless day.

NYNWEY

Appearance. Nynwey inherited some of the sublime beauty nymphs are renowned for. Like her mother, Nynwey wears her long, pink hair in a knot, and she has the auburn eyes of her father. To avoid unwanted attention, Nynwey wears a *cloak of elvenkind*. The cloak looks like a substandard specimen you can buy for a silver piece in a corner shop.

Personality. Nynwey is impulsive and adventurous. Honestly speaking, her quest to find her father Ramazith is, in part, excuse to explore the Material Plane. Nynwey is known to pout for days, only to come back fresh with new initiative.

Motivation. I will find that son of a goat and sucker punch him. Then I will take whatever I can carry and see what the future has in store for me.

Mannerism. Nynwey likes to fold paper animals that she leaves lying around everywhere.

Quote. "I will go to hell and back. Literally, if there's no other way to find him."

RAMAZITH'S TOWER

The old pagoda tower rises high into the sky, its bricks overgrown with moss and lichen. People shuffle by, absorbed in their own thoughts. An illuminated shield above the entrance says "Lorroakan's Resistant Garments." Not a single person enters.

GENERAL FEATURES

Ramazith's Tower features six stories, according to lore. If the characters have already explored the upper levels of the tower in a previous adventure, simply add the ones explained hereafter on top. Previously, they could have been hidden by powerful magic, which Lorroakan dispelled, for example.

Dimensions. Each level of the tower has a circular shape. The ground level is 160 feet in diameter. The diameter of each subsequent level is 20 feet smaller, respectively. The ceiling of each level is 10 feet high.

Vertical Access. A spiral staircase in the center of each level connects to the level above and below. The levels are separated by large hatches that can be locked.

Windows. Each level features several windows. The windows are unlocked but magically trapped.

✦ **Finding:** A successful DC 16 Intelligence (Arcana) check or spells like *detect magic* reveals the magic traps in the form of charged glyphs.

✦ **Disarming:** A successful DC 13 Intelligence (Arcana) check that takes 1 hour or spells like *dispel magic* disarm the magic traps.

✦ **Triggering:** Opening a window triggers a trap.

✦ **Damage:** Creatures within 10 feet of the window must make a DC 14 Dexterity saving throw, taking 21 (6d6) lighting damage on a failed save, or half as much damage on a successful one.

LEVELS 1 & 2

Lorroakan uses level 1 and level 2 as a shop and living quarters. Entering Ramazith's Tower, the characters encounter Lorroakan (neutral male human **mage**). He welcomes them with a lazy handwave and inquires what they are looking for.

Shop Services. Lorroakan sells garments of gleaming in all shapes, colors, and sizes. They are enchanted to never get dirty and repel moisture and mildew. Lorroakan also enchants items with various features, of which the type and price lie at your discretion.

Clearing the Tower. Nynwey tells Lorroakan that the group is here to clear out the upper levels, if the characters beat about the bush. Since Lorroakan is famously lazy, and wants to keep a low profile, he hasn't come around to the task and welcomes the offered help. Lorroakan promises to pay 100 gp for each level the characters clear out of troublesome denizens. However, they must hand over all magic items they find there, apart from one they can keep. Lorroakan unseals the hatch separating levels 2 and 3 when the characters agree to go in. He warns the characters that there is some undead plague on level 3 he has ignored so far.

"This place is an absolute mess, keep your wits about you. If you wonder why I haven't cleaned it out during the last years, don't ask. I don't have an answer for you."

LEVEL 3

Several undead husks mill about in this room. Their eyes illuminate the chamber and a stone coffin in crimson light. Two flower beds next to the staircase lay barren, the earth within dry as dust.

Level 3 contains magic seeds in dried out flower beds and a magic coffin that spawns an unlimited number of zombies, unless destroyed.

Exit. The hatch to level 4 is locked. A successful DC 14 Dexterity check using thieves' tools opens the hatch.

Lighting. The windows of this room are covered with black drapes. It lies in complete darkness.

Mellifleur's Coffin Box. The stone coffin the characters encounter on this level is *Mellifleur's coffin box*. See the item description for details. The item is producing undead when the characters enter the level, and they must destroy it to prevent more from spawning. It leans against the wall in an arbitrary location.

Flower Beds. The flower beds contain fifteen *goodberry* seeds. The characters can attempt a Wisdom (Perception) check that takes 10 minutes to find seeds in the flower beds, gathering an amount equal to the result of the check. Watering a seed grows a small bush which offers a bounty as per the *goodberry* spell. A bush takes 1 minute to grow.

Monsters. The characters face eight **zombies**.

Lair Actions. The item *Mellifleur's coffin box* has been active for decades. During this time, it developed abilities unique to this location. When fighting inside its lair, *Mellifleur's coffin box* can take special lair actions. On initiative count 20 (losing initiative ties) it causes one of the following effects:

- ✦ **Chill Touch.** The coffin casts the *chill touch* cantrip (+4 to hit). On a hit, the target takes 4 (1d8) necrotic damage, and it can't regain hit points until the start of its next turn.
- ✦ **Grave Chill.** A creature within 30 feet of the coffin must succeed on a DC 12 Charisma saving throw or is frightened of *Mellifleur's coffin box* for 1 minute. The target can use its action to shake off the fear, ending the effect.
- ✦ **Noxious Gas.** Creatures within 10 feet of the coffin must succeed on a DC 12 Constitution saving throw or take 9 (2d8) poison damage.

MELLIFLEUR'S COFFIN BOX

Wondrous item, rare (requires attunement)

This magic coffin has an AC of 10, 25 hit points, and weighs 200 pounds. When it falls to 0 hit points, it ceases to function. Casting the *animate dead* spell on the item repairs it fully.

Starting or Ceasing Production. While standing within 120 feet of the item, you can speak the item's command words "Carpe Mori" as a bonus action, after which it starts or ceases producing undead creatures. When production ceases, all zombies fall to dust.

Production. At the beginning of your turn, if there are seven or fewer **zombies** within 120 feet of the coffin, it opens and one zombie steps out. Zombies spawned by the item act on your initiative count immediately after your turn and attack the closest living creature within 120 feet of the coffin.

LEVEL 4

Crates, boxes, chests, and shelves in all shapes and sizes clutter the room. A thick layer of dust and cobwebs covers the containers and floor. A few tracks in the dust hint at a frequent visitor.

Exit. The hatch to level 5 is locked. A successful DC 14 Dexterity check using thieves' tools unlocks the hatch. A small building is located on top of the hatch, as described under "Level 5" below. A successful DC 13 Strength (Athletic) check pushes it open.

Yoink, the Kenku. Yoink (chaotic neutral female kenku **spy**), a young sneak thief, uses this level of Ramazith's Tower as her hideout. Using some magic trickery, she deactivated the trap on one of the windows and now uses it to leave and enter. She hides among the crates when the characters arrive. Make a Dexterity (Stealth) check for Yoink against the characters' passive Wisdom (Perception) to determine if they notice her. If the characters snoop around, she attempts to escape through the safe window, but continues watching them from outside the tower. If the characters attempt to befriend Yoink, as a future plot point, she writes them a letter asking for their help freeing her family from a band of bandits in the Undercellar.

Chests, Boxes, and Crates. The containers in the room contain a plethora of interesting bits and bobs. However, there are also very dangerous contents one must look out for. This has kept Yoink from pilfering the room—so far. Roll on the Container Contents table to determine what the characters find if they loot the room (see next page). Assuming the container holds a monster, it attacks immediately after the characters open it.

YOINK

Appearance. Yoink wears a black robe with a deep cowl. Her black beak is painted with colorful doodles. Yoink adores jewelry and sports many golden chains and earrings that she fastened to her feathers. Her eyes are alert and curious.

Personality. Yoink is a collector. She can't keep her "hands" off all the shiny jewels and gems people carelessly display in public. Aside from her lawless nature, she is friendly and playful.

Motivation. If I steal enough shiny things, I can buy back my family from the racketeering bandits.

Mannerism. Yoink uses differently colored notebooks to keep track of things. For example, she has a white book of friends, a black book of enemies, and an ochre book of unpleasant tasks.

Quote. "Yoink?"



CONTAINER CONTENTS

d10	Contents	Description
1	Nothing	The container is a mimic and attacks the characters.
2	Mummy	The characters find an aggressive, ancient mummy (ghost).
3	Grave beetles	Three swarms of insects made of stone attack the characters.
4	Gas spore	A shriveled gas spore floats up and explodes.
5	Vampiric mist	The characters find a glass jug containing a red mist. Filling it with a gallon of blood turns the mist into a thankful vampire spawn .
6	Iron man	A dead construct worth 50 gp as scrap metal.
7	Monster bits	A variety of monster bits preserved in jars filled with a green liquid, worth 150 gp.
8	Indoor fish	A swarm of shining, ethereal fish that roam about and spread pleasant light, worth 250 gp.
9	Golden pantaloons	A pair of golden pantaloons worth 500 gp. Legend has it, there are many different pairs.
10	Magic ring	A magic ring that can turn into a magic dagger and back as a bonus action.

LEVEL 5

A miniature town of tents, towers, and hovels stretches across the room. Dozens of tiny, winged creatures flutter around, doing construction work and cleaning the windows.

On level 5, the characters find a town built by homunculi that Ramazith left behind.

Entrance. A temple stands on the hatch that leads up into level 5. A legion of homunculi that Ramazith left behind erected it in his honor. When the characters open the hatch, they involuntarily destroy the temple. Otherwise, for example, if they use spells like *gaseous form* or *dimension door*, they can enter level 5 without ruining and desecrating the building.

Exit. The hatch to level 6 is magically trapped but unlocked. The homunculi unlocked it, but couldn't circumvent the trap. Number One tells the characters of the trap if it is friendly with them.

- ✦ **Finding:** A successful DC 16 Intelligence (Arcana) check or spells like *detect magic* reveals the magic traps in the form of charged glyphs.

- ✦ **Disarming:** A successful DC 14 Intelligence (Arcana) check over the course of 1 hour or spells like *dispel magic* disarm the trap.

- ✦ **Triggering:** Attempting to open the hatch triggers the trap.

- ✦ **Damage:** A character who attempts to open the hatch takes 10 (3d6) lightning damage and must succeed on a DC 18 Constitution saving throw or is stunned for 1 minute.

The Homunculi. The characters encounter thirty homunculi in the room. Their leader, named Number One (**homunculus**), wields a javelin of lightning. Number One is an improved version and speaks Common. Their disposition towards the characters depends on whether or not the characters destroyed the temple. Number One's ultimate goal is to open the hatch to level 6 to search for Ramazith. If the temple lies in ruins, Number One reacts in the following ways:

- ✦ Number One is angry with the characters for destroying their holy site and threatens to kill them unless they open the hatch.

- ✦ A successful DC 14 Charisma (Intimidation or Persuasion) check diffuses tensions.

If the temple remains intact, Number One reacts in the following ways:

- ✦ Number One is benign and offers to help them during their search.

- ✦ If the characters make a donation to the temple, Number One allows them to peruse the holy book, Ramazith's diary.

Monsters. If tensions boil over, the characters must face thirty constructs with the statistics of a **homunculus**.

The Temple Treasure. The temple houses Ramazith's diary, a sacred treasure to the homunculi. Searching the room for 10 minutes or a successful DC 15 Wisdom (Perception) check reveals the book, if the temple remains standing. Otherwise, the characters spot it among the rubble. The homunculi react strangely if the characters take the book. They are inferior creations and can't read and want the characters to read the diary out loud. The diary contains no word about Nynwey or her mother, which enrages her greatly. A successful DC 16 Intelligence (Investigation) check or 8 hours of careful study reveals the following passages of interest:

1365 DR, 12th of Mirtul

"Someone is coming for me. I can feel it. I saw it in my kaethae grounds this morning and in the stars just the day before. I must leave this dismal plane behind and look elsewhere for safety."

1365 DR, 1st of Eleasis

"The door is finally ready, all rods attuned and circles in place. My pursuers will never find me where I'm going, if they find the door at all. Few persons have comparable talents and greatness of mind as I do. The thought of some buffoons stumbling around in my chamber, at a loss of what to do, worms out a small giggle."

1365 DR, 28th of Eleasis

"Construction is well underway. Aside from constant assaults by pesky shadows, everything progresses better than suspected. I will soon move into my new retreat, only taking the valuable items with me. The trash can remain here, where it belongs."

LEVEL 6

The room is untidy, chaotic even; books cover the floor, some furniture is overturned. Different drawers and their contents lie spread across the room.

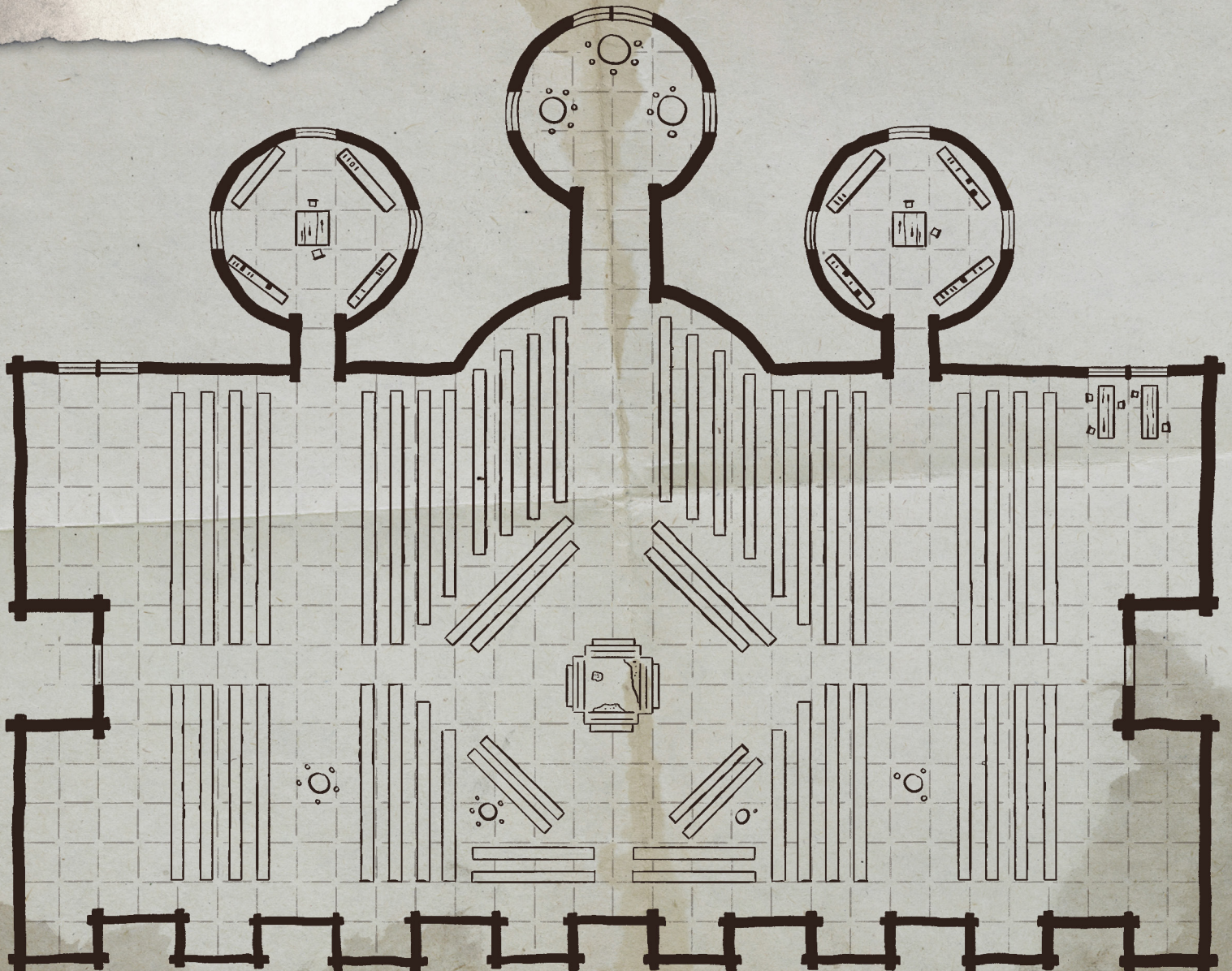
Level 6 contains Ramazith's personal chamber and a portal to the Shadowfell.

Portal. The portal to the Shadowfell is a crooked door that only exists as a shadow. It is only visible in the presence of magic lighting, for example, light produced by a *light* or *produce flame* cantrip or a *continual flame* spell.

A successful DC 14 Wisdom (Arcana) check feels the presence and location of the portal but gives no clue as to how to open it. Nynwey or Number One can serve as a failsafe if the characters can't solve the riddle. This happens only after the characters have reached the appropriate level to handle the Shadowfell. Nynwey or Number One visit the characters once the condition is met and tells them that they finally discovered how to open the portal.

If the characters discover the portal before reaching an appropriate level, Nynwey attempts to dissuade them from entering.

Map 2.1 Ramazith's Shadow Library | 1 square = 10 feet



SHADOWFELL

HALLWAY

A black, crooked hallway stretches for several dozen feet before reaching shadowy doors.

Opening the portal on level 6 of Ramazith's tower reveals a crooked hallway, built from black stone. It leads to a double door made of shadows. If Number One is present, it informs the characters that Ramazith is behind the doors, but his mind is clouded.

RAMAZITH'S SHADOW LIBRARY

In the center of the room, surrounded by rows and rows of bookshelves, towers a shadow throne. A distorted man sits upon it. His limbs are twisted, his eyes blackened. Shadows seep from his joints and rise to accumulate under the ceiling.

Meeting Ramazith. When the characters enter the chamber, they see Ramazith sitting on the throne. Without further ado, the possessed mage attacks.

GENERAL INFORMATION

Dimensions. Ramazith's library is 300 feet long and 100 feet wide. The ceiling is 50 feet high.

Furniture. Long rows of 15-foot-high bookshelves compartmentalize the room. A throne of shadow over-towers them all, being 25 feet in height.

Lighting. The light of a dying sun falling through the shaded windows sheds dim light.

Smells & Sounds. A haunting howling infuses the room. It smells of old paper.

Monsters. The characters face Ramazith (lawful evil male human **archmage**) during the first combat stage. During the second stage, they must face a number of **shadow demons** equal to 2.5% of their PowL, rounded up, with a maximum of ten enemies. To calculate the PowL (Power Level), add up the total levels of all the characters and multiply the total by the number of characters.

Tactics. Ramazith opens combat by casting *time stop*. He then casts an 8th level *globe of invulnerability* spell, a chill variant *fire shield* spell, and the *mirror image* spell on himself. Instead of the *mirror image* spell, if he hasn't enough free turns during the time stop, or as his last action, Ramazith casts *lightning bolt* on the characters. If Ramazith uses *banishment* on the characters, they appear on a random level of Ramazith's Tower.

Development. When the characters reduce Ramazith to 0 hit points, he recovers 99 hit points and expels a number of shadow demons as calculated above. Ramazith regains some of his senses and supports the characters, depending on his state of mind. At the beginning of each of Ramazith's turns, he must make a DC 14 Wisdom saving throw. On a failed save, Ramazith fights against the characters. On a successful save, he fights against the shadow demons.

Treasure. Searching the room reveals books and tomes worth 5,000 gp total and a *tome of clear thought*.

CONCLUSION

PARTIAL SUCCESS

The characters can achieve partial success by reaching level 6 of the tower. They receive the promised reward from Lorroakan and may keep one magic item as per the deal and however many they hide from the mage.

COMPLETE SUCCESS

The characters can achieve complete success by freeing Ramazith of the parasitic shadows and possibly killing him. Nynwey thanks the characters and holds true to the promises she made in the beginning. She also allows one of the characters to read the *tome of clear thought* but wants to return the then sealed book to the Feywild.

THE PRANKSTER OF WYRM'S ROCK

...

**WHEN YOU DANCE WITH A DRAGON,
THE DRAGON DOESN'T CHANGE.
THE DRAGON CHANGES YOU.**

*WE HAVE SOME TROUBLE BREWING IN WYRM'S CROSSING. COME MEET ME IN THE FLAMING FART
AFTER SUNSET. ASK FOR BEANS. THAT IS ONLY AN ALIAS, CURB YOUR SNICKERING.*

BACKGROUND

An ancient copper dragon named Frokiedyr elected Wyrms Rock as her seat of power. Originally, Frokiedyr only wanted to traverse Wyrms Crossing unnoticed. However, the corrupt and insufferable commander of Wyrms Rock, Barrymore Caldwell, attempted to put a stick through the spokes of Frokiedyr's wheel. First, the Flaming Fist arrested her for trying to talk her way out of paying the tolls and proper bribes. Then, Barrymore sentenced her to twenty years in prison for not carrying anything of worth for him to take. Vindictive as Frokiedyr is, she unceremoniously incarcerated Barrymore Caldwell in the secret dungeons below Wyrms Rock and took his place. For a few days, she abused her privilege as commander even more than Barrymore, but soon grew bored. To spice things up, Frokiedyr sent Barrymore's adjutant Rango on vacation, assumed his guise, and now lures adventurers into Wyrms Rock's dungeon for entertainment.

PREPARATIONS

FROKIEDYR'S QUEST

Frokiedyr awaits the characters in an alehouse named Flaming Fart, disguised as Barrymore Caldwell's adjutant Rango Squarefoot (lawful good male halfling **veteran**). The original Rango is on vacation in Neverwinter. Frokiedyr uses the alias Beans, pretending to conceal her identity as Rango, in fear of the Flaming Fist. Frokiedyr's goal is to lure the characters into her prepared dungeon where they must run a gauntlet. She goes about this the following ways:

- ✦ Frokiedyr tells the characters that she is Manip Rango Squarefoot, the adjutant of Blaze Barrymore Caldwell. Manip and Blaze are military ranks within the Flaming Fist, if the characters should inquire.
- ✦ Two months ago, Barrymore Caldwell took command over Wyrms Rock. At first, everything went about per usual. Common corruption and nepotism, but nothing serious.

✦ One month ago, things suddenly changed. Barrymore started giving out demented orders. For example, people were forced to cross the bridges on their hands or pay a fine. This meant either performing a handstand or at the very least go on all fours.

✦ Another time, people were forced into a baking competition. Only the best of three could cross the bridge, the others had to return a day later.

✦ This struck Rango as odd, so he followed the commander around. Rango learned that Barrymore doesn't sleep in his chambers at night but goes into the storage and uses a secret passage to continue from there.

✦ Rango couldn't find a way to open a passage, so he turned to the characters for help. They shall investigate what is going on below Wyrms Rock and report to Rango.

✦ As a reward, Rango offers a favor with the Flaming Fist and a family heirloom: an *amulet of health*.

✦ Rango can bring the characters to the dungeons. However, to make sure they don't fall into Caldwell's clutches, Rango proposes they disguise as cleaning staff. Rango will see to it that no guards enter the dungeon while the characters have a look around.

A successful DC 21 Wisdom (Insight) check reveals that there is something off about Rango; nothing specific the characters can point to, only that Rango speaks with extreme confidence.

RUMORS

Before heading to the Flaming Fart or Wyrms Rock, the characters can question the locals. The inhabitants of Wyrms Crossing tell the characters the following rumors:

✦ Business has been bad in recent weeks. Traffic across the bridge is at an all-time low and there is quite the holdup at Wyrms Rock.

✦ The Flaming Fist has been displaying strange behavior in recent weeks. Some soldiers have been seen patrolling without their trousers. Others distributed military supplies like rations among the needy.

✦ People who cross Wyrms Rock report of unorthodox scrutiny by the guards and strange occurrences. Some visitors had to answer riddles, others swear that denizen rats offered their services as guides in exchange for treats.

✦ Some assume the new commander, Barrymore Caldwell, is possessed by demons. Others say the outpost has received tainted supplies, poisoning the minds of the guards.

FROKIEDYR

Appearance. In her dragon form, Frokiedyr looks like a regular copper dragon. Several large scars span her torso—a constant reminder of a bout with Klauth.

Personality. Frokiedyr is a prankster at heart. The less she likes a target, the more ill-spirited her pranks become. Since she despises the wicked, her pranks on them are often fatal. Frokiedyr enjoys roleplaying different characters in her shenanigans, bringing out the best and worst in them.

Motivation. People should take themselves less seriously. When you have lived for a millennium or so, it is hard not putting every haughty noble in their place. So, I just take the easy way out and do it.

Mannerism. Frokiedyr scratches offensive words and pictures into walls wherever she goes.

Quote. "It was just a prank, calm down or your nips come off. I've seen it happen before. Hilarious!"

WYRM'S ROCK

The sandstone fortress sits atop the rock in stoic vigilance. Seagulls who built their nests on top the battlements caw and unburden themselves on the guards on duty. A long row of carts and cussing people queues in both directions of the bridge's span.

UPPER LEVELS

In the upper levels, the characters can find a few hints that progress their quest. Additionally, they may be interested in stealing other items. The first floor houses an extensive armory, housing 1,000 flasks of oil; 100 alchemist's fires; 100 arrows, +1; and 100 bolts, +1. Guards are ever present, so simply taking the goods is off the table. On the second floor, the characters can find the officer's quarters and the barracks. In Rango Squarefoot's chamber, they find that there are personal implements missing and a thin layer of dust on the furniture. A successful DC 14 Intelligence (Investigation) reveals that the chamber has not been used in one week. In Barrymore Caldwell's chamber, the characters find a thick layer of dust and a diary. The last entry dates back one month. Barrymore Caldwell himself is nowhere to be found. Random guards tell the characters that he hasn't been seen all day—not uncommon and therefore nobody is concerned. In fact, everybody is relieved that the old fogey isn't around.

GETTING INTO TROUBLE

If the characters get into trouble with the Flaming Fist, Frokiedyr makes her first appearance as Barrymore Caldwell. She pretends to be furious and orders the Flaming Fist soldiers to throw the characters into the dungeons. Ten **thugs** and three **veterans** attempt to incarcerate the characters. If the characters comply or are beaten senseless, they awake with all their equipment in the holding cells located in the dungeon—with compliments from Frokiedyr.

DUNGEONS

A dozen rotting canoes lean against the walls of this spacious storeroom. Rat infested crates stand randomly distributed across the floor. Rat squeaks create a disturbing cacophony. The only part not overrun by rats are the holding cells, where a tabaxi claws after unwary rodents.

Prisoner. In the dungeons, the characters encounter the sneak thief Killjoy (neutral male tabaxi **spy**). He sits in a holding cell, incarcerated by the original Barrymore Caldwell. Frokiedyr hasn't released him yet because of his sharp tongue. Every night, she gives him a bowl of milk and asks if he has learned his lesson yet. Killjoy always denies. A successful DC 10 Dexterity check using thieves' tools opens Killjoy's cell. Killjoy promises the characters the following in the hopes they release him, escalating if they deny:

- ✦ Killjoy promises to tell them everything he knows. He knows where to open the secret passage, and that Barrymore Caldwell enters every night and leaves every morning, using the passage.
- ✦ Killjoy promises to help the characters with whatever they intend to do. Clearing the secret dungeons, looting the ancient treasures—for him it is all the same.
- ✦ Killjoy promises to tell the characters about his secret stash, hidden in the Undercellar. He has a rainy day fund of 152 gp the characters surely can't resist.

Secret Passage. A successful DC 12 Intelligence (Investigation) check reveals the location of a secret passage. A successful DC 16 Intelligence (Investigation) check also reveals the mechanism to open the passage. A character proficient with thieves' tools can open the passage over the course of 10 minutes. A successful DC 16 Strength (Athletics) check destroys the door. However, without using spells like *silence*, the noise alarms the Flaming Fist. Killjoy knows where the mechanism is located.

KILLJOY

Appearance. Killjoy wears shabby leather armor and a beret. His fur is gray with black stripes. His left ear looks rough, missing some fur and bits.

Personality. Killjoy is an opportunist who throws his lot in with whoever appears to be on top. Sometimes only to stab an enemy in the back. He enjoys playing physical games like Waterdeep football and Neverwinter strike out. He hates puns, considering them the lowest form of wit.

Motivation. One day, I'll buy a tavern and call it the Nine Live Stealer.

Mannerism. Killjoy likes to spend at least one hour grooming his fur every evening.

Quote. "I'd rather go and take a bath in the Chionthar than check one more room for traps."

ROOM 1. SWORD ROOM

A round boulder rests in the center of the cave. The hilt of a sword rises from its top, the blade thrust into the stone.

This room features a cursed sword the characters may pull from a boulder.

Secret Passage. An illusion hides the way forward, depicting solid rock where the entrance to a corridor lies at a 10-foot height. The characters can unmask the exit the following ways:

- ✦ A successful DC 18 Wisdom (Perception) check.
- ✦ A successful DC 14 Intelligence (Investigation) check.

- ✦ Palpating the walls of the room over the course of 1 hour.
- ✦ Pulling the sword from the boulder. The act dispels the illusion.
- ✦ Spells like *detect magic* highlight the passage.

The Sword. As her first little prank, Frokiedyr attempts to entice the characters to pull a cursed sword from the boulder. By obscuring the exit, she hopes the characters assume the sword to be part of a riddle. Any character can pull the sword from the stone, no check required. Pulling it out immediately attunes the character to *Frokiedyr's assurance*.

FROKIEDYR'S ASSURANCE

Weapon (longsword), uncommon

You suffer a -4 penalty to attack and damage rolls made with this magic weapon against dragons. For the purpose of this weapon, "dragon" only refers to true dragons of the metallic or chromatic variety.

Curse. This sword is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. As long as you remain cursed, you can't loosen your grip on the sword and must hold it in one of your hands at all times.

ROOM 2. STINKING ROOM

An almost empty cave, with some bat guano covering the floor. A collapsed figure lies face down at the far end of the cave, where a natural corridor leads further down.

This room features three *glyphs of warding*, holding different spells.

Glyph Trap. Frokiedyr placed a trap in the center of the room.

- ✦ **Finding:** A successful DC 19 Intelligence (Investigation) check or a *detect magic* spell finds two *glyphs of warding* in the center of the room.
- ✦ **Disarming:** A successful DC 14 Intelligence (Arcana) check or a *dispel magic* spell renders the glyphs harmless and they disappear.

✦ **Triggering:** The glyphs trigger as soon as a creature passes by them or appears on the other side of the room, for example, using a *misty step* spell.

✦ **Effect:** One *glyph of warding* casts a *stinking cloud* spell in the center of the room. The other summons eight skunks (**giant rats**) via the *conjure animals* spell. The skunks are immune to the *stinking cloud* spell and have advantage on attack rolls against creatures that fail their saving throws against it. The skunks don't follow the characters out of the room. Frokiedyr does not need to maintain concentration on these spells.

Mock Body. A successful DC 16 Wisdom (Perception) check reveals that the collapsed figure is a straw doll. Frokiedyr placed it there to lure the characters into the room, thinking the only thing of interest to be the body. Searching the body reveals a gold necklace worth 100 gp. Frokiedyr enchanted it with a *glyph of warding* that triggers a 7th level *dominate person* spell (spell save DC 19). A successful DC 19 Intelligence (Investigation) check finds the *glyph of warding*. The spell triggers when a creature touches the necklace. Frokiedyr needs to maintain concentration on the *dominate person* spell.

Dominated Character. If a character falls under the influence of Frokiedyr's *dominate person* spell, there are no immediate repercussions. When the characters finally meet Frokiedyr, pull the player aside and explain to them that they must act as if Frokiedyr were their master and the character helped lure the other characters into her lair.

ROOM 3. ACID ROOM

The ground of this natural cave is covered in heaps of bat guano and soiled clothing. One section bordering a wall is clear of any droppings. A quiet giggling emanates from the ceiling.

The room features a swarm of bats called Stablog and a secret door that hides a dead end and acid trap.

Acid Trap. A character with a passive Wisdom (Perception) of 14 or higher spots a secret door in the area of the cave that is free of guano. A successful DC 16 Intelligence (Investigation) check reveals that an acid spill cleansed the ground in front of the door of dung.

A character who searches for a mechanism to open the secret stone door finds it after 1 minute of searching. Only a trap lies behind the door, nothing more.

✦ **Finding:** A successful DC 16 Intelligence (Investigation) check reveals the door to be trapped.

✦ **Disarming:** A successful DC 18 Dexterity check using thieves' tools disarms the trap.

✦ **Triggering:** A result of 13 or lower on the check to disarm the trap, pressing the mechanism that opens the door, or attempting to open the door by force triggers the trap. A torrent of acid bursts forth from a ruptured leather sack.

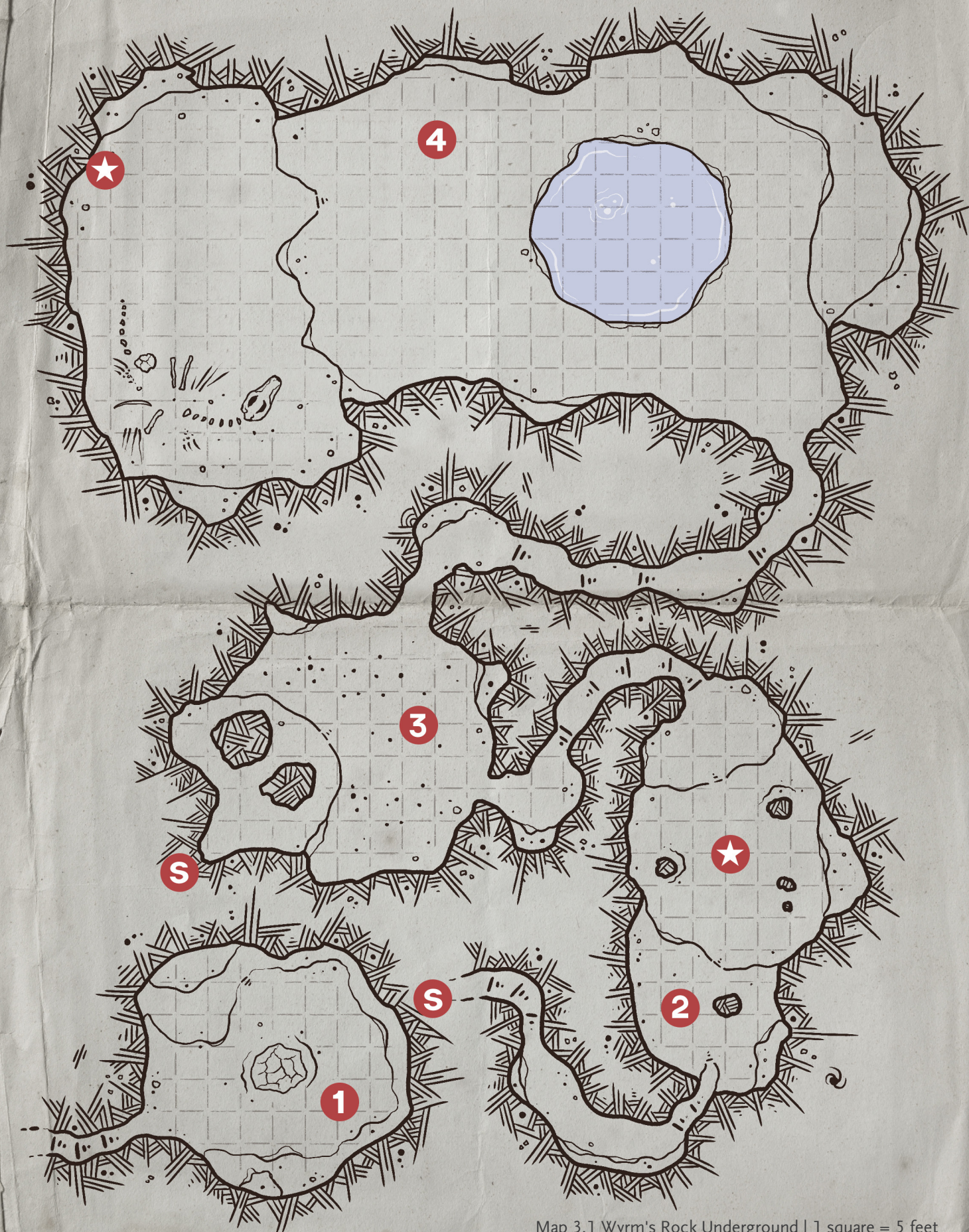
✦ **Damage:** Characters within 15 feet of the door must succeed on a DC 14 Dexterity saving throw or take 10 (3d6) acid damage. A character standing within 5 feet of the door takes double the damage.

Stablog. The irregular ceiling is on average 30 feet high. A **swarm of bats** clings to the stone and giggles when the characters enter. The swarm is sentient and can talk, per the regional effects due to Frokiedyr's presence. If the characters trigger the acid trap, Stablog starts laughing in earnest and begins a conversation with the characters. It also answers should the characters attempt to talk to whoever is responsible for the giggles. Stablog attempts to lure the characters into the secret passage, telling them to just carry on with their mission. What could go wrong? It hopes the characters become suspicious of the obvious way forward. Stablog can tell the characters the following:

✦ On a successful DC 16 Charisma (Persuasion) check, Stablog discloses that there is a trap behind a secret door which the characters should not open, if they know what's good for them.

✦ Stablog knows of Frokiedyr but doesn't disclose a sliver of information about her. Stablog only divulges that the lair of an ancient, long dead dragon lies just ahead.

✦ If the characters are nice to Stablog, it offers to follow them around for a bit after leaving Wyrms' Rock. It is hard to make friends, and the characters seem to be interesting people.



Map 3.1 Wyrms' Rock Underground | 1 square = 5 feet

STABLOG

Appearance. Stablog is a swarm of bats. The bats have varying appearances.

Personality. Stablog is mischievous like Frokiedyr. It likes to steal peoples' clothing while they bathe in the Chiontar and carry the stolen goods back to its lair. It also likes to start brawls between random people by insulting drunk passersby.

Motivation. Hanging around is fun. However, after becoming smarter due to that strange dragon, we want more from life.

Mannerism. Stablog often argues among itself, after which one bat hushes the others and starts talking.

Quote. "Counter to popular belief, we don't actually drink blood. Unless we are like, really thirsty."

ROOM 4. FROKIEDYR'S LAIR

A gargantuan dragon lies in the center of the chamber. Dozens of flickering torches illuminate its bleached, skeletal remains. The light also allows glimpses of a gagged and shackled man. He rests motionless with his back against the wall.

Barrymore Caldwell. The man shackled to the wall is Barrymore Caldwell. He is well-nourished but dirty. A successful DC 10 Dexterity check using thieves' tools opens his shackles. Frokiedyr knocks the characters unconscious if they attempt to free Barrymore.

Skeletal Remains. The skeleton is what remains of the bronze dragon who once called Wyrms' Rock their home. In the form of an earth elemental, Frokiedyr entered her lair to greet the characters for a last surprise. Still disguised as Rango Squarefoot, she hides in the dead dragon's skull. A successful DC 18 Wisdom (Perception) check makes out the form of a halfling, hiding in the skull. This is Frokiedyr's ploy:

✦ Frokiedyr, in the form of Rango Squarefoot, pretends to be an undead dragon. Her portrayal of the undead dragon can be cartoonish, a transparent charade.

✦ With a deep, thundering voice, she proclaims that the characters should leave at once if they value their life.

✦ If the characters don't run, Frokiedyr finally leaves the skull, now pretending to be Rango Squarefoot, the evil mastermind behind the abduction of Barrymore Caldwell.

✦ If the characters attempt to free Barrymore, Frokiedyr finally reveals her true form. She attempts to scare the characters away. If they don't run, she knocks them unconscious and deposits them in the dungeon.

✦ If the characters are polite and attempt to talk with Rango or Frokiedyr, she explains the reason for imprisoning Barrymore, as he was very impolite and domineering. If the characters are insightful and up for one last challenge to amuse Frokiedyr, they could earn something from her treasure.

The Last Challenge. Frokiedyr summons a spectral **young copper dragon**. It doesn't have access to its usual breath weapon. Instead, it can cast the *color spray* spell at 5th level as a breath weapon, recharging it on a roll of 5 or 6 as usual. It doesn't kill the characters and only knocks them unconscious.

CONCLUSION

PARTIAL SUCCESS

The characters can achieve partial success by uncovering Frokiedyr's true form, attempting to reason with her, and defeating her summoned spectral copper dragon. For this, Frokiedyr gifts the characters a *chime of opening* she carries around in a *bag of holding*.

COMPLETE SUCCESS

The characters can achieve complete success by killing or driving away Frokiedyr. Freeing Barrymore Caldwell earns them the gratitude of the noble house Caldwell and the Flaming Fist. On Frokiedyr's corpse, the characters also find her *bag of holding*. Roll on Magic Item Table G two times and on Magic Item Table H once to determine what the treasure contains. You can find the tables in chapter 7 "Treasure" of the *Dungeon Master's Guide*.

Interested in favors with
the right kind of people?
Visit me in the Calim
Jewel Emporium—we
have big trouble in Little
Calimshan.

~Kael

PS: With us, favors are
like sparrows' eggs. Some
are rotten, some bloody,
others have a golden yolk.

Missing: The reprehensible mage
Ramazith

Age: Well over one hundred years

Species: Human

Height and appearance: Average

Last seen wearing a robe
around Ramazith's Tower. If
you have information pertaining
to Ramazith's location, state
of being, or if you want to
support my quest, come to the
Elfsong Tavern.
Ask for Nynwey.

elivery!

WE HAVE SOME TROUBLE
BREWING IN WYRM'S
CROSSING.

COME MEET ME IN THE
FLAMING FART AFTER
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